VISIT…

RETURN TO THE TEMPLE OF THE FROG

An Adventure for Four to Six 10th-Level Characters

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IN THE BEGINNING . . .

The following comes from DA2 *Temple of the Frog*:

The Order of the Frog was led by a man of resource and ambition. High Priest Saint Stephen and his four sainted companions appeared out of nowhere and took over the order twenty five years ago. They ruled it with an iron hand. Though Stephen and his companions appeared normal enough (except for the slight greenish cast of their skin), they were quite literally not of this world. They were aliens, members of a scientific expedition that crash landed on this planet some years ago.

After the crash, a dispute arose among the expedition's members. Though their vessel was stranded and it might be years before their distress beacon brought rescue, most of the crew were against violating a service directive against contact with primitive cultures such as that of Blackmoor. They wanted to enter suspended animation and await rescue.

A minority, led by Security Officer Stephen ("The Rock") Rocklin, argued that rescue was uncertain and that the crew might be forever trapped in their sealed hibernation chambers. This faction maintained that contact with the locals would be the key to survival if no rescue materialized. When the captain and chief science officer overruled them, Rocklin and his faction mutinied. Their bid to take over the stranded ship failed, and a mere handful of them escaped in a lifeboat. As they sped away, a loyalist sent a Hellbore missile after them. Try as they might to evade the deadly seeker, it caught up with the lifeboat and knocked it down in Frog Swamp very near the Temple of the Frog.

When the awed monks from the nearby temple arrived on the scene to see what all of the noise was about, they found Stephen and his four surviving companions standing amidst the wreckage in a state of despair. But the presence of potential danger, in the form of the monks' armed retainers, soon galvanized Stephen. Experimenting with his translator badge, he quickly found a setting that let him understand most of what the monks were asking him. Then, realizing that the monks were already impressed by the circumstances of his arrival, the size of his vessel, and the lovely froggy color of his skin, Stephen made a desperate gamble.

Speaking with all of the hauteur that he could muster, he informed them that he had come on a fiery comet to lead them to the light of true knowledge. Though he had no idea at the time of what exactly the monks might consider to be "true knowledge," it sounded good, and he carried it off with panache. The monks made Stephen and his companions honored guests. Within hours, Stephen had obtained an accurate rundown on the order's theology.

Within days, he had so awed his hosts with his technology (and a good line of patter) that the order's high priest had

declared him a saint. A few weeks later, at his command and with enthusiastic encouragement from the order's leaders, the bewildered old High Priest "joined the frog," and Saint Stephen replaced him. His first official act was to put the monks to work salvaging his lifeboat. Since a deep-space lifeboat is a large vessel that carries everything needed to start a self-sustaining colony, the material scavenged from the wreck gave Stephen the wherewithal to turn the Order of the Frog into a very powerful organization, indeed. The seemingly powerful "magic" represented by its equipment also helped Stephen to tighten his grip on the order.

Within five years of his appearance, Saint Stephen used his alien technology to remake the Order of the Frog. Alien technology was not all that Stephen has brought to Frog Swamp. He reorganized the order along more efficient lines and placed his own men in key positions. At the height of the temple's power, Stephen was the order's absolute ruler.

Temple of the Frog was first published in the 1975 DUNGEONS & DRAGONS® Supplement II *Blackmoor*. It was later republished as module DA2, *Temple of the Frog* in 1986 as part of the DA series of modules published for 1st Edition DUNGEONS & DRAGONS. In the original adventure, the PCs were hired to find a missing person (Rissa Aleford, Baroness of the Lakes) and investigate a strange cult based on the worship of frogs. The heroes entered the swamp and some of the events of the DA modules transpired.

INTRODUCTION

This adventure takes place in a vast swamp, which is called the Great Dismal Swamp in the original adventure and also referred to as Frog Swamp.

Return to the Temple of the Frog is a DUNGEONS & DRAGONS® adventure designed for four 10th-level player characters (PCs).

ADVENTURE BACKGROUND

During an adventuring party's assault on the Temple of the Frog over twenty years ago, Saint Stephen, the leader of the cult, escaped the conflict and hid in the swamp until the adventurers left. Seeing the temple under assault and the priests slaughtered, those dwelling in Frog Town, a small community that had grown up next to the temple, fled into the swamp to avoid the apparent anger of the frog god. Having completed their raid, rescued the prisoner they had come for, and hurriedly looted the temple, the heroes left the area and never looked back.

Saint Stephen entered the temple hoping to salvage anything that he could. The Order of the Frog was done for, all his fellow aliens were slain, and his frog cultists had fled or were put to the sword. He only wanted enough to allow him to flee the swamp and find a new hiding place. He found more than he had counted on. While scavenging in the dungeon basement, he accidentally knocked over a *mirror of life trapping* that contained a vampire. The freed vampire was grateful for his release, but also very hungry. Saint Stephen, already weak after his fight with the heroes, was easy prey for the vampire and was turned into a vampire himself. For a while Saint Stephen and his vampire sire (whose name is lost to history) worked to rebuild the cult. By using their vampiric abilities and some scavenged alien technology, they managed a few raids against the *FSS Beagle*, also known as the *City of the Gods*. However their vampiric state took its toll on the remaining frog cultists in the swamp. With increased resistance from the forces of the *FSS Beagle*, and yet more interference from adventurers, the two vampires' raiding was put to an end, and their allies and minions were killed or driven away.

Eventually the two vampires retreated to the abandoned Temple of the Frog. Those adventurous souls who dared to return to the deserted temple area fell to the two vampires. Then, one day Weewak, the former proprietor of one of the taverns in the temple-side community, returned to the area. Weewak was a cyborg sent by the captain of the mothership to track down the mutinous crew members. Saint Stephen's vampire sire pounced upon Weewak only to be slain by the cyborg's advanced weaponry. Saint Stephen, however, had fought cyborgs before. He destroyed the cyborg before it could initiate its self-destruct programming, and nailed its corpse to the altar that had once been the center of worship for the frog cult. It now serves as a warning to intruders. Saint Stephen also removed the cyborg's brain and is now using it to operate what remains of the temple's main computer. Realizing that the mothership must have sent the cyborg, Saint Stephen now waits, an undead renegade alien, for the inevitable confrontation with more forces from the *FSS Beagle*.

It took a long time for the crew of the *FSS Beagle* to repair all the damage caused by the failed mutiny and raids, and even longer to track the escaping lifeboat vessel to the swamp, but in time both of these things came to pass. Now a recovery team has been dispatched from the *FSS Beagle* to capture the mutineers and remove all traces of their race's presence on the planet.

Little do they know that the Temple of the Frog has fallen, all but one of their mutinous comrades have been slain, and several of their advanced technological devices have already been claimed by the planet's inhabitants (the PCs who assaulted the temple). The cyborg assault team sent from the *FFS Beagle* has made its way through the swamp and reached the temple.

When the PCs arrive, the cyborg team is planting remotely detonated explosive devices around the temple compound and within the temple proper. The malfunctioning alien electronic equipment inside the temple has negated their radio transmission capability and they cannot communicate with their built-in devices, so they're falling back on verbal communication.

Saint Stephen has become aware of the cyborgs' arrival through his dracolizards (area 60), and he knows another group of strangers is arriving on the scene. For now he is content to see how the two groups interact, knowing both the murderous programming of the cyborgs and the ruthless efficiency of a band of adventurers. Besides, Saint Stephen is not alone in his temple; he has the Frog Mother, a titanic mutated frog corrupted by the energies of the damaged reactor core, and his alien constructs to impede the invaders.

ADVENTURE SYNOPSIS

Deep in the swamp, the party finds the ruins of the Temple of the Frog. While the site is in ruins, it is not uninhabited. The area teems with mutated creatures bred by the cult before its fall and with those exposed to a leaking reactor inside the temple. Additionally, a new threat has entered the area. A group of four cyborgs has arrived to erase any trace of alien presence in the area. They have begun to explore the temple and place explosive charges to remove all evidence of alien technology that they find.

PREPARATION

As Dungeon Master, you need the following books to run this adventure: *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), *Monster Manual II* (MMII), *Monster Manual III* (MMIII), *Fiend Folio* (FF), and *Libris Mortis* (LM).

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major nonplayer characters (NPCs). Some text is designated as player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE HOOKS

Characters may become entangled in this adventure through a wide variety of methods. Suggested hooks include the following:

- The PCs hear of a great weapon (a blaster taken from the temple by the heroes who assaulted it twenty years ago), a wand that spouted rays of fiery death, which was brought out of the swamp and out of "the heart of the frog." Perhaps the PCs can find more of these weapons.
- While traveling through a great swamp, the party finds the carcasses of vicious swamp creatures, each killed by something that burned several 1-inch-diameter holes in the creature.
- New strange and dangerous creatures have been seen in the swamp. Perhaps the frog cult that once dwelt within the swamp has been rekindled or maybe it is something worse.
- A star was recently seen falling into the swamp. (Actually the falling star was the cyborg's space craft. Finding the actual craft is beyond the current scope of this adventure.) Many smiths highly value "starmetal" for its purported mystical properties.

THE TEMPLE OF THE FROG AND ENVIRONS

Before the PCs can enter the temple, they must deal with the dangers that the swamp may pose to them.

THE SWAMP

Surrounding the Temple of the Frog is a great swamp, a pestiferous fen populated by all manner of carnivorous horrors. The waters of the swamp are generally 2 feet deep, though in some areas their depth increases to 4 or 5 feet. Sinkholes up to 6 feet deep are common, and deeper holes are not unknown. The uncertain footing in these slimy waters makes travel on foot a constant agony of unexpected spills and unpleasant dunkings.

Anyone trying to traverse Frog Swamp on foot has an 80% chance each hour of taking a serious spill causing 1–4 points of damage. In 10% of these mishaps (50%, if the character is of Small size or smaller), the water is deep enough that the character could drown (Swim DC 10). A character that succeeds on a DC 15 Survival check each hour may ignore the dangers of

the swamp, and, for each 2 points her check exceeded the DC, she may allow another character to ignore the swamp dangers.

Dotting the swamp at intervals of between 10 and 100 yards are sandbars and grassy hummocks of dry ground. The grassy hummocks are generally safe, but the sandbars can be treacherous—some are actually

quicksand. Anyone trying to traverse Frog Swamp on foot has a 10% chance each hour of stumbling into a patch of quicksand (*DMG* 88). The PCs have a 15% chance of locating an overhanging branch or other feature that someone can use to pull free of the quicksand.

It costs 2 squares to enter a bog square (mud or water is 1 foot deep) and Tumble check DCs increase by 2 in bog squares. Deep bog squares cost Medium or larger creatures 4 squares to enter, or a character may swim. Small creatures must swim, and tumbling in a deep bog is impossible (*DMG* 88). Daily movement through the swamp is reduced by 60%.

The locals avoid the dangers of quicksand and deep water by using flat-bottomed rowboats (*PH* 132) to traverse the swamp. These allow them to travel faster and at less risk, but only slightly reduce the peril posed by the wild swamp's abundance of monsters. If the party is traveling afoot, check for an encounter once every 2 hours; if in boat, check once every 4 hours. To determine what the characters encounter, roll d%. The result determines the type of encounter. Boats can be purchased for 50 gp in any of the villages that dot the edge of the swamp. In the interior of the swamp, the price rises to 75 gp.

Swamp Encounters

d%	Encounter	EL	Source
01–30	None	N/A	N/A
31–40	Dire toad (4) CR 3 (26 hp)	7	*MMII* 74
41–50	Will-o'-wisp (2) CR 6 (40 hp)	8	*MM* 255
51–60	Catoblepas (2) CR 6 (57 hp)	8	*MMII* 41
61–70	10-headed pyrohydra (1) CR 11 (108 hp)	11	*MM* 156
71–80	Shambling mound (2) CR 6 (60 hp)	8	*MM* 222
81–90	Dire snake (2) CR 5 (52 hp)	7	*MMII* 76
91–00	Mudmaw (2) CR 7 (68 hp)	9	*MMII* 153

Obscuring Fogs and Getting Lost

As if monsters and terrain were not enough, the swamp, the Temple of the Frog, and the nearby waters of Lake Gloomen are subject to dense fogs that block out sun and stars and make it difficult to determine direction. On any given day, there is a 10% chance that a dense fog settles in and obscures the landscape all day and night (as the *obscuring mist* spell on *PH* 258) There is an 80% chance that fog covers the area all night and throughout the morning. There is only a 10% chance that the entire day and night is clear. Characters attempting to travel through the swamp during periods of dense fog have a 50% chance of getting lost during each hour of travel and thus making no progress toward their goal that hour. A character who succeeds on a DC 25 Survival check may keep his party on track and ignore the chance of getting lost.

THE MOAT

A 30-foot-deep moat crossed by three rotting drawbridges surrounds the temple compound and gardens. In addition, three magic iron-barred gates (hardness 10, 60 hp) block passage both on the surface and underwater (at G1, G2, and G3). The gates extend below the water's surface to the very bottom of the moat and extend 5 feet above the water's surface. They are controlled by the magical rings carried by the order's members and are kept closed at all times. (Treat as if it has an *arcane lock* on it cast at 7th level.)

Part of the moat abuts the curtain wall around the temple and garden. The slippery, moss-covered, closely mortared stones of these walls are climbable, but only with great difficulty (Climb DC 30). The banks of the moat that are not formed by the curtain wall are low and marshy, providing easy entry and exit. These banks are also choked with weeds that provide cover. Attempting to cross the moat creates a 40% chance of an encounter. Roll on the Moat Encounters table below.

Moat Encounters

d%	Encounter	EL	Source
01–25	Swamp strider swarm (2) CR 5 (40 hp)	7	*MMIII* 171
26–50	Mudmaw CR 7 (68 hp)	7	*MMII* 153
51–75	Giant crocodile (4) CR 4 (59 hp)	8	*MM* 271
76–00	Darktentacles CR 7 (67 hp)	7	*MMII* 54

THE CYBORGS

The cyborg team arrived by passing through the ruins of Frog Town and entering the temple complex. From area 4A, they split up to place their explosive charges. Two went into the temple, with one going up to the second floor while one set charges on the first floor. The other two headed to the temple garden. One climbed the stairs of tower 10A and set charges along the top of the wall leading to tower 10C. The remaining cyborg set charges along the top of the temple courtyard wall and is inside area 7 when the party arrives. Should they hear a commotion or see one of their fellow cyborgs in trouble, the cyborgs move to that area to provide assistance.

After setting its charges, each cyborg moves to the front door of the temple and waits there for its comrades. They wait for 1 hour before entering the temple to look for their missing companions. Cyborgs Alpha and Beta are encountered by the party in the temple. If not encountered outside the temple, Cyborg

Delta finishes setting its charges and arrives at the temple door 2 hours after the party arrives on site. Cyborg Gamma arrives at the temple doors 90 minutes after the party arrives on site, having briefly investigated the flooded dungeon area. Once all the charges are set, the cyborgs depart and Cyborg Gamma activates the explosives with the remote ultrasonic detonating device it carries when they get across the moat. (This device is not impaired by the temple communication system.) The remote detonating device can be operated only by a living cyborg whose active implants send a confirmation code to the detonator to activate it. Should the cyborgs encounter the party, they attack immediately. They fight until they are destroyed. Should they reach 5 to 0 hp, they initiate their self-destruct mechanism as a standard action. This causes an immediate explosion (10d6 points of force damage in a 30-foot radius, Reflex save DC 30 for half).

The explosives are at the locations marked on the map; each is a small black cylinder 8 inches high and 2 inches in diameter, weighing 2 pounds. Each cylinder has a depressed illuminated red button on the top and has been set on the floor, except for the one placed inside of the skull of the cyborg nailed to the altar in the temple nave. These are the explosive devices set by the cyborgs. If detonated, they cause 20d6 points of force damage to everything in a 30-foot radius, DC 35 Reflex save for half.

THE TEMPLE COMPOUND

This 90-yard-square walled compound built 200 yards from the lakeshore is a veritable fortress. Its 10-foot-thick reinforced limestone walls (hardness 8, 180 hp per foot of thickness) loom 20 feet over the surrounding moat, and the gatehouse and four corner towers top the walls by another 10 feet. A wooden drawbridge in the gatehouse connects the compound with the temple garden.

1. The Temple Building

The order's massive temple resembles a giant frog. Its windowless, green limestone walls soar 130 feet above the temple compound. Between its front legs stand a pair of monumental bronze doors whose surfaces are bluish green with verdigris.

The temple is detailed in a section called The Temple of the Frog. The front doors are open about 5 feet and reveal the darkness of the temple interior.

2. The Temple Courtyard

This broad courtyard is covered by fallen leaves and other swamp debris. Under this is a bed of rough white marble chips. A short, wide, green-flagged limestone walk leads from the gatehouse to a flight of three low, broad steps leading up to the doors of the temple. Strange, glass-faced metallic cones are affixed to the courtyard wall at 30-foot intervals. The front glass in many of these cones has shattered.

The cones were once floodlights that illuminated the courtyard at night. They are all nonfunctioning, and many have had their glass bulbs broken.

3. The West Dock

This low, rotting palmetto wood pier is just 10 feet wide, but it runs for 60 feet along the outer surface of the wall of the temple compound. A sloping limestone lip projecting from the wall shelters the pier from the elements. The wall is cut back in a shallow 10-foot-deep by 40-foot-long bay at the center of the pier. A 10-foot-square verdigris-covered bronze trapdoor is set in the center of this bay.

The trapdoor is electronically sealed and is still functioning, but it is far too heavy to tear open by main force (break DC 45). It opens only to a saint's ring, inner circle ring, or keeper's ring, and leads to the flooded dungeon. All supplies once entered the temple via this trapdoor.

4. The Temple Gate

The gate's two limestone gatehouses are connected by an oak drawbridge. Gatehouse 4A is 30 feet tall and contains a pair of stairwells; one staircase leads up to its top and the other leads down to the flooded dungeon. Atop this gatehouse are two ruined catapults.

Sunk into the right wall of this tunnel is a smooth red plastic alarm button. Hitting this button sounds the alarm throughout the temple, drops an iron portcullis at the north end of gatehouse 4A, and starts an electric winch that raises the northern 20 feet of the bridge between 4A and 4B. The portcullis stays down and the bridge stays up until the computer resets them. However, after a round, the computer experiences a malfunction and loses connectivity with the gatehouse. The alarm stops, but the portcullis stays down (hardness 10, 60 hp, break/lift DC 25) and the sturdy drawbridge (hardness 5, 60 hp, break DC 30) stays up. Normally, the bridge is down and the portcullis up.

Gatehouse 4B is just a 20-foot high solid limestone arch containing a 20-foot wide by 15-foot high tunnel.

5. The Southwest Tower

This windowless 30-foot-high limestone tower has an interior stair that leads up to the tower roof, and spirals down to the flooded dungeon and then farther down to the flooded lower dungeon. (Both dungeon areas are beyond the scope of this adventure.) Short stairs lead from the tower's top to the battlements on the south and west walls of the temple compound. Atop the crenellated tower is a nonfunctional catapult that faces southwest.

6. The Southeast Tower

This windowless 30-foot-high limestone tower has an interior stair that leads up to the tower roof, and spirals down to the flooded dungeon and then farther down to the flooded lower dungeon. Short stairs lead from the tower's top to the battlements on the south and east walls of the temple compound.

7. The Northeast Tower (EL 9)

This windowless 30-foot-high limestone tower has an interior stair that leads up to the tower roof and spirals down to the flooded dungeon and then farther down to the flooded lower dungeon. Short stairs lead from the tower's top to the battlements on the north and east walls of the temple compound. Atop the crenellated tower is a nonfunctional catapult that faces northeast.

Cyborg Gamma **CR 9**

HP 68

LN Medium living construct (augmented humanoid, alien)
Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9
Languages universal translator (understands and speaks all humanoid languages)

AC 26, touch 14, flat-footed 22; Dodge (+4 Dex, +10 armor, +2 natural)
HD 8; **DR** 10/magic
Immune cold, mind-influencing effects
Resist fire 5
Fort +5, **Ref** +6, **Will** +1
Weakness electricity (50% extra damage)

Speed 30 ft. (6 squares)
Melee short sword +10 (1d6+4/19–20) or
Ranged heavy blaster +10/+5 (8d6/19–20) or heavy blaster +8/+8/+3 (8d6/19–20) with Rapid Shot
grenade +10 (8d6 within 5 ft.; 4d6 within 5–10 ft.)
Base Atk +6; **Grp** +10
Atk Options Point Blank Shot
Combat Gear grenade

Abilities Str 18, Dex 18, Con 16, Int 9, Wis 8, Cha 6
SQ some construct traits (see Appendix), last laugh, light fortification
Feats Improved Initiative, Point Blank Shot, Rapid Shot
Skills Listen +3, Search +3, Spot +2
Possessions combat gear plus power armor, heavy blaster (8 shots), 2 charged power packs, 1 uncharged power pack, short sword, remote detonating device, 12 unset explosive charges

Light Fortification (Ex) When a critical hit or sneak attack is scored on a cyborg, there is a 25% chance that the critical hit or sneak attack damage is negated and damage is rolled normally.

Last Laugh (Ex) Should a cyborg reach 5–0 hit points, it initiates its self-destruct mechanism as a standard action. This causes an immediate explosion (10d6 points of force damage, 30-foot radius, Reflex save DC 30 for half).

Tactics: If Cyborg Gamma spots the PCs from a distance, it seeks cover on the tower roof and opens fire on them with its heavy blaster. If a group of PCs gets close to its position, it drops a grenade down the stairs or in the middle of a party at the base of the tower.

8. The Northwest Tower

This windowless 30-foot-high limestone tower has an interior stair that leads up to the tower roof and spirals down to the flooded dungeon and then farther down to the flooded lower dungeon. Short stairs lead from the tower's top to the battlements on the north and west walls of the temple compound.

THE TEMPLE GARDEN

Strange, glass-faced metallic cones are affixed to the courtyard wall at 60-foot intervals. Many of these cones have shattered glass fronts. At the corners of the compound are four 60-foot-square, 30-foot-high limestone towers. Oak bridges connect the temple garden with the areas now dotted with the ruins of the village that once stood next to the temple.

When the first monks dug a moat around their new temple and a U-shaped canal from Lake Gloomen to carry supplies to their doorstep, the resulting channels drained the water from a 90-yard by 180-yard segment of Frog Swamp. This area became a wooded garden, a stretch of solid ground where monks strolled for

exercise and refreshment of the spirit. Since various swamp monsters kept wandering in from the nearby swamp to attack the monks in this area, the brothers eventually walled this garden off from the swamp. Like the temple compound, the garden today is protected by a 10-foot-thick, 20-foot-high limestone wall (reinforced masonry: hardness 8, 180 hp, Climb DC 15, break DC 45).

The glass-faced metal cones were once floodlights that illuminated the courtyard at night. They are all nonfunctioning, and many have had their glass bulbs broken.

9. The Frog Gate

The Frog Gate consists of a stone gatehouse whose fixed oak bridge leads into the temple garden via a 10-foot-square tunnel in the western wall. The gatehouse is 20 feet tall, and it has a pair of heavy oak gates that can be barred from the inside. A pair of identical doors in the western wall of the garden can also be barred from the inside. The gate in the western wall is closed. The gatehouse gate is kept closed at all times.

Inside the gatehouse, to the right of the gate, is a 10-foot square guard room. Opposite this guard room is a flight of stairs leading to the top of the gatehouse.

10. Guard Towers (EL 9)

Each of these windowless, 30-foot-high towers contains a winding stair that spirals down to an archway in the temple garden. The arch in tower 10A faces east; those in 10B and 10C face north. Short stairs lead from the tower's top to the adjacent battlements atop the walls of the temple garden.

When the party arrives, one cyborg is in tower 10C, having planted explosive charges every 60 feet along the top of the wall between tower 10A and tower 10C.

Cyborg Delta **CR 9**

HP 68

LN Medium living construct (augmented humanoid, alien)
Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9
Languages universal translator (understands and speaks all humanoid languages)

AC 26, touch 14, flat-footed 22; Dodge
(+4 Dex, +10 armor, +2 natural)
HD 8; **DR** 10/magic
Immune cold, mind-influencing effects
Resist fire 5
Fort +5, **Ref** +6, **Will** +1
Weakness electricity (50% extra damage)

Speed 30 ft. (6 squares)
Melee short sword +10 (1d6+4/19–20) or
Ranged blaster +10/+5 (6d6/19–20) or
blaster +8/+8/+3 (6d6/19–20) with Rapid Shot or
grenade launcher +10 (8d6 within 5 ft.; 4d6 within 5–10 ft.)
Base Atk +6; **Grp** +10
Atk Options Point Blank Shot
Combat Gear grenades (13)

Abilities Str 18, Dex 18, Con 16, Int 9, Wis 8, Cha 6
SQ some construct traits (see Appendix), last laugh, light fortification
Feats Improved Initiative, Point Blank Shot, Rapid Shot
Skills Listen +3, Search +3, Spot +2
Possessions combat gear plus power armor, grenade launcher, 1 blaster (12 shots), 1 charged power pack, 1 uncharged power pack, short sword, 11 unset explosive charges

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Light Fortification (Ex) When a critical hit or sneak attack is scored on a cyborg, there is a 25% chance that the critical hit or sneak attack damage is negated and damage is rolled normally.

Last Laugh (Ex) Should a cyborg reach 5–0 hit points, it initiates its self-destruct mechanism as a standard action. This causes an immediate explosion (10d6 points of force damage, 30-foot radius, Reflex save DC 30 for half).

Tactics: If Cyborg Delta spots the PCs at range, it moves to the cover of the tower roof and opens fire with its grenade launcher. It may start out by firing a few time-delayed grenades (especially if it can remain hidden while doing so) in the path of the party or around the party before switching to contact exploding grenades. If the PCs close with it, it switches to its blaster and then to its short sword. A DC 10 Spot check is required to spot an unexploded grenade. Some factors that may modify this DC are ground cover, distance from characters, and maybe hearing the grenade land (Listen DC 10 modified by the ground it is landing on: falling through foliage –2, landing on a hard surface –5, landing on soft ground +5).

11. The Arbor (EL 10 or 13)

The trellised walls of this decomposing arbor are choked with plants ruining whatever artistic beauty it once had.

The abundant vegetation hides a plant mutated over the decades by the emanations of the leaking power plant in the temple.

The DM may choose between two vegetable horrors here.

Red Sundew (CR 13): 142 hp; *MMII* 179.

Greenvise (CR 10): 102 hp; *MMII* 120.

Tactics: The plant strikes out at the first creature to come within its reach.

12. The Lily Pond (EL 9)

This pond's placid surface is overgrown with huge lilies.

The murky 20-foot-deep pond hosts a pair of chuul. Their submerged den is little more than a 15-foot by 15-foot by 10-foot alcove that the chuul have dug in the bank.

Chuul (2): 93 hp; *MM* 35.

Tactics: Both chuul rush out of the water to grab any character coming within 10 feet of the water's edge. They strike at smaller characters first. Once a character is grappled, both chuul retreat into the pool and make for their lair.

The monks have long used the pond as a wishing well, and the muck on the bottom is littered with 4,000 cp, 2,000 sp, and 260 gp.

13. The South Dock (EL 9)

This rotting palmetto wood dock rests on 2-foot-thick log pilings.

The portions of the dock noted on the map are actually a pair of huge mimics that found this location to be a prime spot for catching crocodiles and other swamp creatures who climb on the dock to sun themselves.

Mimics (2) **CR 7**

HP 147 each

N Huge aberration (shapechanger)
Init +5; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common

AC 17, touch 9, flat-footed 16
(–2 size, +1 Dex, +8 natural)
HD 15
Immune acid
Fort +10, **Ref** +8, **Will** +10

Speed 10 ft. (2 squares)
Melee 2 slams each +18 (3d6+8 plus adhesive)
Space 15 ft.; Reach 10 ft.
Base Atk +11; **Grp** +27
Atk Options Combat Reflexes, adhesive, crush (3d6+8)

Abilities Str 27, Dex 12, Con 21, Int 10, Wis 13, Cha 10
SQ mimic shape
Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Weapon Focus (slam)
Skills Climb +21, Disguise +17, Listen +10, Spot +10

Adhesive (Su) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off. Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex) A mimic deals 3d6+8 points of damage with a successful grapple check.

Mimic Shape (Ex) A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Tactics: The mimics remain still (Spot check opposed by the mimic's Disguise check result) as the party approaches. When they are tread upon they attack.

THE TEMPLE OF THE FROG

GROUND FLOOR

The temple's ground floor contains areas used in religious services when the temple was in operation.

FEATURES OF THE TEMPLE

Unless stated otherwise in an area's description, each of the following features are constants throughout the temple.

Windows

The only exterior windows in the temple are the red eyes of the frog temple, which are faceted to resemble large gems. They are composed of a very durable alien plastic.

Alien Plastic Frog Eye Windows (10-foot-by-10-foot section): 6 in. thick; hardness 10; 60 hp.

Walls and Floors

All walls, floors, and ceilings within the temple (unless noted elsewhere) are superior masonry. However their carved surfaces make climbing them easier.

Superior Masonry Stone Walls (10-foot-by-10-foot section): 1 ft. thick; hardness 8; 90 hp; break DC 36; Climb DC 15.

The walls of the frog-shaped temple are finely dressed 500-pound blocks of green limestone, closely mortared to make it appear that the entire structure is an organic whole — as if it is, in fact, a giant frog. Even the limestone tiles that cover the floors of all of the rooms are tightly joined to further this effect. Generations of sculptors have carved the exterior stone of the temple in the likeness of a frog, softly rounding angles to make them appear more lifelike. Inside the temple, these same sculptors have decorated walls and pillars with spectacular friezes of frogs and froglike beings.

The sculptors did not confine themselves to the walls. Every doorway inside the aboveground temple boasts an elaborately carved door handcrafted from a single slab of white oak. Sconces carved in the shape of grinning upthrust frog faces are set in the walls of all halls and corridors at intervals of 10 feet. The mouth of each frog accommodates the stump of a white candle. The tops of pillars are decorated with carved ferns, through whose leafy fronds peek dozens of tiny, grotesque amphibian visages.

Alien technology multiplies the impact of this weird decor. In fact, the temple is permeated with technology. It takes the following forms:

Lighting: Unless otherwise noted, all of the aboveground rooms and corridors are fitted with powerful foot-square glow panels that once emitted a diffused, almost heavenly light. The panels contain sensors that tell them when someone is in the room. When they sense a biological presence, they operate at a preset level. The room's occupant can change the amount of light by verbally instructing it in the Common tongue to "dim" or "brighten." The alien lighting devices do not prevent the use of *darkness* spells. However, the majority of these panels have been broken or are damaged and no longer operate. The light panels have a hardness 5 and 4 hp.

When the PCs enter an area, roll on the following chart to determine the current light level.

d10

1–6: Light panel is smashed and inoperable—area is dark
7–9: Light panel flickers on and off when biological presence is detected. The light will stay on for 2d10 rounds before turning off for 1d6 rounds and then repeating the cycle. While on, the light responds to verbal commands 25% of the time.
10: Light functions properly and obeys verbal commands.

Security: Except where noted, all doors other than secret doors were tied into an electronic security system that seals them to those who lack the proper identity code. The codes were built into the rings worn by the order's members. The majority of these rings have long been lost, but a few can still be found in the temple area. Saint Stephen wears the only remaining saints ring. In the years since the temple's fall, the computer has inadvertently applied the most lax security measures to the door system, so that now any functioning door will slide open for the wearer of any of the temple rings. Functioning doors that are tied into this system automatically slide open for the wearer of any temple ring who touches their handles. In all other respects, treat the doors as if they have an *arcane lock* on them as cast by a 7th-level caster. They can be opened by magic. When the PCs approach any door (except where noted otherwise in the text), roll on the following chart for the door status. All doors are strong wooden doors (hardness 4, 20 hp, break DC 25).

d10

1–5: Door has been forced open in the past and is stuck open.
6–7: Door is malfunctioning but in a partially open position allowing medium characters to squeeze through the opening.
8–9: Door is malfunctioning and stuck in the closed and locked position. No ring will open it. Treat as if it has an *arcane lock* effect cast at 7th level.

10: Door is operating normally. Treat as if it has an *arcane lock* effect on it cast at 7th level, but it can be opened with the one of the temple rings or a DC 30 Open Lock check.

Plumbing: Pumping machinery in the power plant once pumped both hot and cold running water through a maze of plastic pipes cannibalized from Stephen's lifeboat. This system is damaged and currently not working.

Communications: An intercom built into the temple walls once linked all rooms. All frog priests had an identification (ID) code that they used to talk to the occupants of any room. Conversations were initiated by simply saying aloud "[four-digit ID code] initiating communication with [name of room]." However, this computer programming was damaged during the fall of the temple and no longer operates.

Monitoring: Visual pickups set into hidden, glassed-in recesses in the walls once provided a complete view of various temple areas. Like the communication system, these devices are also no longer functioning. The computer senses beings in rooms 75% of the time and can interact with them only if a functioning computer terminal is in the room. (See Computer Control below.)

Computer Control: The environmental system, the altar machinery, and the communications system are no longer functioning. Neither are many of the accent lights and the door machinery, which are controlled by the computer in area 53. In addition, the computer controls the temple gate (1–4) until 1 round after the button in the gate house is pushed, then the computer loses connectivity with that location. Enhancing the computer's capabilities is the brain from Weewak the cyborg, which has been placed inside the computer as a brain in a jar. The computer's security protocol forces Weewak's brain to strike out at any living being that enters the room. Unable to fight the computer, it hopes to get someone to destroy the computer and then its brain. The brain in a jar can project any of its powers through any computer terminal throughout the temple and it harasses the party by turning on terminals in rooms they enter 75% of the time. Smashing the computer terminals severs the brain in a jar's link with that room. Computer terminals are in areas 19, 21, 22, 53, and 54. Weewak's brain can turn on the terminal in any room as a free action, but doing so opens any closed cabinet in which a computer terminal lies.

Other Machinery: The power plant and auxiliary power plant once powered the altar machinery, the east and west door machinery, and the machine shop. Now it primarily powers the Mind of the Frog (area 63), the main computer, and the remaining lights and doors.

Since the PCs are unfamiliar with these various alien mechanical and technological devices, they won't know how to use them unless they are shown or they spend time examining them. If a character tries to figure out how a device works, roll d%. She has a success chance equal to her Intelligence score; a roll of 99–100 indicates that she misuses the item, either breaking it or inflicting damage on herself or another player as a result of misuse. Seeing an item in use adds 20% to the roll, while detailed instruction by someone who knows how to use the device adds 80%.

Except as specifically noted above, magic items and spells don't affect the operation of technological devices. Thus, a *dispel magic* spell cast over the power plant doesn't shut it down. Those technological devices of other than a purely mechanical nature can be detected by magic, though, and spells and magic weapons can damage them. The exotic materials of which these devices are made are DR 15/magic.

1. Temple Nave

The large bronze double doors to the temple stand open, exposing to the moisture of the swamp the exquisite, grime- and verdigris-covered carvings of frogs swallowing humans. The inside of the temple beckons you onward.

Once the party enters the nave, read the following aloud:

It is almost 150 feet from the great bronze doors at the front of the temple to the frog-shaped altar against the back wall. A sodden moldy carpet, scorched in several areas, covers the 20-foot aisle up to the dais upon which an altar stands. Nailed to the frog-shaped altar, as if it serves as some strange sacrifice, is the metallic body of a man. Wires, metal rods, and tubing make up its body. Its head lolls to the side because of obvious damage to the machinery of its neck. Its metal skull is dented and rent. A red glow emanates from its eye socket and the hole in its skull. On either side, the ten massive pillars flank either side of the room. Each are carved with intricate friezes showing frogs and

other vaguely slimy things harvesting a crop of reeds, keeping ledgers in a counting house, and so on. These pillars support a 50-foot ceiling cut from the same green stone as the walls and pillars and carved in the same intricate fashion.

The northern half of the hall opens out 35 feet on either side of the aisle. The area is now covered by the broken, burned, and overturned remnants of carved white oak pews. Low, broad steps lead to an altar pulpit against the rear wall. A scattering of skeletons dot the floor. The flanking walls are covered with huge rotting tapestries that hang from heavy hooks near the ceiling. The tapestries are molding and falling apart, and what they once pictured is now lost to rot and mold. More 20-foot pews are splintered and broken beneath each tapestry. A scattering of torn and deteriorating books are strewn in the grime on the floor by several overturned pews near the entry door on the left side of the chamber.

This large hall was once the site of the temple's religious services. The books are tattered hymnals containing songs of the glory of the frog god. A bard who salvages one (Search DC 10) and spends a week studying it can add a +2 competency bonus on any bardic knowledge checks involving frog worship.

When the heroes assaulted the temple, they fought a large battle here. Traces of that still remain. The scattering of skeletons include those of around thirty-two humans and a displacer beast. A successful DC 20 Search check reveals several small circular scorch marks, about an inch in diameter, focused around the south wall of the entry area. These are burn marks from the blaster weapons employed by temple forces in this battle. A successful DC 23 Spellcraft check allows a player to identify the focal points for several fireballs that killed clusters of skeletons scattered around the room.

The corpse on the altar is that of Weewak, the cyborg that came looking for Saint Stephen. A successful DC 25 Knowledge (arcana) or higher check result identifies it as some sort of previously unknown type of half golem or maybe a living construct. However, because cyborgs are extremely limited in the typical campaign, this data is only a hint at what the skeleton is. The cyborg's outer skin has long rotted away, leaving its stainless steel internal components exposed. A successful DC 25 Healing check result can identify that this metal skeleton once contained at least some living organs. Inside its shattered skull is an empty space for a glass jar that once held its brain, which has been removed and is now running the computer as a brain in a jar. That space is now filled by one of the small black cylinders, which are 8 inches high, 2 inches in diameter, and 2 pounds in weight with a depressed illuminated red button on the top. The cyborg is affixed to the altar by iron spikes driven through its metal arms and legs and into the stone of the altar.

Should the metal corpse be removed, the frog altar's mouth can be pried open (Strength DC 20). It leads to a shaft that drops through the floor. The shaft is flooded about 10 feet beneath the mouth opening.

Any event that causes a lot of noise here could attract the attention of Cyborg Alpha, who emerges from area 15, and Cyborg Beta, who is in area 26.

Treasure: A successful DC 32 Search check uncovers a blaster, dropped by one of the temple defenders, that now lies under a pile of shattered pews. The blaster's power pack is drained. The power pack may be recharged in area 15 or area 54.

2. Altar Machinery

A short hall leads to a dusty ramp that rises into the darkness and slants off to the right before arriving at an irregularly shaped space. A cumbersome array of brass and steel gears, which seem to have been hammered with a heavy blunt object, fill the space to its 40-foot ceiling.

The machinery once opened the frog-altar's mouth, but it is now smashed and ruined. The space's floor is raised about 10 feet above the level of the nave and 5 feet above the level of the dais on which the altar stands. An eye-level peephole lets a viewer see what is going on in the nave. The space contains no glow panels, but wall sconces can hold candles in here.

3. The Monks' Stair

This flight of limestone stairs connects the temple's main store room (area 25) with the now-flooded dungeon (which is currently beyond the scope of this adventure).

4. Vault

At the foot of the narrow stairwell is a short, dusty passage ending in an open brass door. Beyond the door is an alcove with five empty brass shelves.

Heroes looted this vault long ago when they assaulted the temple. It now stands empty.

5. Sexton's Quarters

The walls of this room are paneled in deteriorating golden pine. A rotting grass mat covers the floor. A white oak bed lies broken against the east wall and an open, double-door white oak wardrobe sits in an alcove next to the entrance in the north wall. Beside the bed is an overturned white oak reading table. Some scattered, sodden scrolls lie on the floor amidst clothing apparently pulled from the wardrobe.

The scrolls deteriorate if they are handled, and they only concern temple maintenance.

6/7. Main Slop Room/ Ground-Floor Latrine (EL 11)

If the party opens the eastern door, read the following aloud:

The floor, walls, and ceiling of this room are covered with 1-foot-square slabs of green-veined, black slate. Built into the south wall is a waist-high, pine cabinet topped with the same type of slate as that covering the walls. Recessed in its top is a white porcelain basin with brass fittings. Hanging from brass hooks in the east wall are assorted cleaning implements. Beneath them is a box of rusting carpenter's tools. The wooden wall that once separated this area from the one to the west has collapsed, essentially making these two areas one room. The probable cause for that collapse is a mass of rats, their tiny brains exposed, that cover every flat surface in these two areas.

The basin is a nonfunctioning sink.

If the party opens the western door read the following out loud:

The floor, ceiling, and walls of this room are covered with 1-inch square green and yellow tiles. A white porcelain basin with brass fittings is against the south wall. The basin is half filled with muck. A small, waist-high, slate-topped, white oak cabinet is built into the east wall. Recessed in its green-veined, black slate top is yet another white porcelain basin with different brass fittings. The wooden wall that once separated this area from the one to the east has collapsed, essentially making these two areas one room. The probable cause for that collapse is a mass of rats, their tiny brains exposed, that cover every flat surface in these two areas.

The first "basin" is a nonfunctioning flush toilet. The second is a nonfunctioning sink. The cranium rats use the empty pipes from the sink and from the toilet to enter and exit the room. Inside the cabinet is a woven mess of wires, twigs, and other debris that makes up a large rat nest.

Cranium Rat Swarm (Greater Pack): 180 hp; *FF* 169.

Tactics: The greater pack cranium rat swarm casts *fireball* to catch the party outside the door. If they have any warning (hearing discussion about opening the door or the like), they cast the following spells to ready themselves for the invasion of their nest: *expeditious retreat*, *mirror image*, *see invisibility*. They then use their swarm traits, mind blast, and spells to the best of their abilities in an attempt to drive the PCs away from their nest.

Treasure: The cranium rats have collected 500 gp worth of platinum wire from the conduits and from some of the various alien devices throughout the temple. No length of wire is more than a foot long, and they are all woven into a mat of other debris that makes up the rats' nest, requiring at least an hour of unraveling to extract. Burning the nest may be quicker, but may melt some of the wires, at the DM's discretion. Within the nest is a temple inner circle ring worth 50 gp. This ring opens any functioning doors within the temple.

8. West Door Machinery

This space contains broken and smashed machinery. The room has neither glow panels nor wall sconces.

This machinery once opened and closed the western valve of the temple's massive front door. It is now damaged beyond repair, leaving the door free to swing on its hinges.

9. Guard Room

The east wall of this irregularly shaped room is a narrow, 15-foot-long corridor. Ceiling-high oak shelves set into the first 10 feet of the north wall hold stacks of rotting, saffron-colored cotton robes and several coils of silken cord. A scarred, circular oak table and six equally beat-up oak chairs lie overturned in the southwest corner. Four doors are in the room's south wall. Two skeletons lie on the floor.

The door to this room is always open. The robes and rope are rotten and fall apart if handled. The skeletons are those of human guards who were killed here during the assault on the temple. Anything of value has long since been plundered.

10. East Door Machinery

This space is crammed with corroded and smashed machinery.

This machinery once operated the eastern valve of the temple's massive front door, and it is in all ways identical to the room containing the west door machinery.

11. Cells of Honor

Each of these bare, unlit 5-foot square cells is closed by a stout oak door containing a small eye-level peephole. Each door is currently open, but can be barred from the outside, and each cell is furnished only with an oak bucket.

All these cells are empty.

12. Hall of Saints

This hallway is hung with portraits that now hang in slashed tatters.

The door in the south wall opens onto a flight of stairs that go up to the changing room (area 31).

13. Hall of Trust

The stairs in this hall go down about 5 feet and then are flooded.

The stairs lead into the flooded dungeon that is beyond the scope of this adventure.

14. Organ Space (EL 9)

This room is filled with the huge metal and wood organ pipes. A small open space before the door ends in a bench and keyboard. A skeleton lies draped over the organ's keyboard, and another lies on the floor. As you enter, a ghostly figure forms around the skeleton, then flits off to move about the organ pipes. Eerie music begins to play. Another ghostly figure forms about the skeleton on the floor and dances among the organ pipes, adding a haunting flute part to the organ's tune.

The organ no longer operates. Giant flues above the organ used to distribute their sound throughout the nave.

The organ player for the temple, and one of his fellow musicians, were slain here by the adventurers long ago. They have risen as crypt chanters. They were working on an organ and flute piece that was going to be the new anthem for the temple. Being slain before they could complete this masterpiece has left their souls trapped here.

Crypt Chanters (2): 45 hp; *LM* 93.

Tactics: The crypt chanters flit among the organ pipes (which provide cover) while their music takes its toll on the party.

Treasure: A successful DC 25 Search check uncovers a silver flute that has rolled under the organ's foot peddles. This is a magical flute that belonged to the slain flutist. It functions as a *pipes of haunting*.

15. Command Center (EL 9)

The door to this room is cracked open–wide enough for a human-sized creature to squeeze through. The alcove in this room's east wall holds a metal cabinet with jewels dotting its face. Similar, smaller cabinets rest on long metal tables against the north and south wall. Several metal boxes sit on the tables; each has a shattered glass side facing the room. Inside they are empty except for some stray wires. Crouched on the floor in front of the cabinet is a man wearing strange armor. It points a strange device at you and unleashes a bolt of energy. A second similar device lies on the floor next to it.

This command center once controlled the lights and music during religious services. The tall cabinet (hardness 10, 42 hp) is a damaged auxiliary power plant that is still operating. If reduced to 0 hp, it explodes and deals 8d6 points of slashing and force damage to everyone in the room.

Power packs for both battle armor and blasters can be recharged here by plugging them into small slots on the face of the cabinet. Up to four power packs may be charged at the same time. The recharging ports are not operating properly, and thus they take 30 minutes to charge the first power pack, plus 10 minutes for each additional power pack plugged in. The cyborgs' three power packs will be fully charged in 40 minutes since it plugged all three in 10 minutes before the party arrived. Any power pack plugged into this damaged power plant may explode when it reaches the end of its

recharging time (15% chance), causing 3d6 points of damage to anyone standing within 10 feet of the power plant. This explosion causes 10 points of damage to the power plant's hit points, and destroys that recharging port.

The cyborg in this room was taking a break from setting its charges and using the cabinet to recharge its three empty power packs for its blasters, having depleted them battling swamp beasts on the trek to the temple. It immediately attacks any PCs that it sees with its charged blaster. Its other blaster lies on the floor with its power pack removed.

Cyborg Alpha **CR 9**

HP 68

LN Medium living construct (augmented humanoid, alien)
Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9
Languages universal translator (understands and speaks all humanoid languages)

AC 26, touch 14, flat-footed 22; Dodge (+4 Dex, +10 armor, +2 natural)
HD 8; **DR** 10/magic
Immune cold, mind-influencing effects
Resist fire 5
Fort +5, **Ref** +6, **Will** +1
Weakness electricity (50% extra damage)

Speed 30 ft. (6 squares)
Melee short sword +10 (1d6+4/19–20) or
Ranged blaster +10/+5 (6d6/19–20) or
blaster +8/+8/+3 (6d6/19–20) with Rapid Shot or
grenade +10 (8d6 within 5 ft.; 4d6 within 5–10 ft.)
Base Atk +6; **Grp** +10
Atk Options Point Blank Shot
Combat Gear grenades (2)

Abilities Str 18, Dex 18, Con 16, Int 9, Wis 8, Cha 6
SQ some construct traits (see Appendix), last laugh, light fortification
Feats Improved Initiative, Point Blank Shot, Rapid Shot
Skills Listen +3, Search +3, Spot +2
Possessions combat gear plus power armor, 1 blaster (15 shots), 3 charging power packs, 1 uncharged power pack, short sword, 10 unset explosive charges

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Light Fortification (Ex) When a critical hit or sneak attack is scored on a cyborg, there is a 25% chance that the critical hit or sneak attack damage is negated and damage is rolled normally.

Last Laugh (Ex) Should a cyborg reach 5–0 hit points, it initiates its self-destruct mechanism as a standard action. This causes an immediate explosion (10d6 points of force damage, 30-foot radius, Reflex save DC 30 for half).

Tactics: The cyborg attacks characters attempting to pass through the door with its blaster. It moves into the southern portion of the room and tosses its grenades into the nave if the party lingers outside the door.

The sound of the grenades going off certainly attracts the attention of Cyborg Beta. That cyborg maneuvers into a position in area 26 where it can fire down on the party.

16. Robing Room

The floor of this room is covered with a moldy, sodden, white lamb's wool carpet. Its east, west, and south walls are lined with ceiling-high, glass-doored oak cabinets whose shelves are piled high with robes of various sorts. The oak-paneled north wall is fitted with half a dozen brass clothes hooks.

The cabinets contain dozens of rotting robes, tunics, cloaks, and other regalia worn by the order's members.

A successful DC 30 Search check discovers that turning the middle hook in the north wall clockwise opens a secret door leading to the altar machinery (area 2).

17. Outer Sanctum (EL 10)

The door between this room and the nave is locked. The floor of this room is covered by a rotting white wool carpet. Tapestries cover the north and south walls. Pushed against the walls in a haphazard manner are four 20-foot white oak pews, now cracking and split, but still showing the carved frog temple motif. You see doors in the east and west walls.

The door is broken. No ring will open it, and treat it as if it has an *arcane lock* effect cast at 7th level.

The door to this chamber recently malfunctioned and trapped the mutant swamp apes that lived in this chamber and in area 18. These swamp apes are starving and have already killed and eaten one of their number. The tapestries show frogs consuming humans and lording over cities as deities.

Mutated Swamp Apes: Use the following:
Girallon: 58 hp; *MM* 126.
Dire Apes (3): 35 hp; *MM* 62.
Alpha Blood Ape: 30 hp; *MMII* 32.
Blood Ape: 30 hp; *MMII* 32.

Tactics: All the apes charge as soon as the doors are opened. The girallon attacks the first PC it sees. The alpha blood ape immediately enlarges himself and the other blood ape. Then they both charge into combat. The dire apes are too cowardly to scuffle for the prey of the larger apes, but try to flank opponents fighting the larger apes, or they team up and attack an individual not engaged by the larger apes.

18. Inner Sanctum

The floor here is covered in the tattered remains of a green wool carpet and it is smeared with filth. The north and south walls are lined with ceiling-high oak bookshelves. A limestone fireplace carved with the frog motif juts from the center of the east wall, and it is heaped with charred books. A tall oak cabinet lies facedown in the southeast corner of the room. Splinters of shattered furniture and broken wine bottles are scattered about the room. Several large nests are in the corners, made out of broken furniture and plant matter that must have been brought in from outside. The remains of a dead animal are in the center of the room, its carcass almost completely devoid of flesh.

Several swamp apes ventured into the temple and were exposed to the high radiation from the leaking reactor in area 54. Outcast from their family groups because of the mutations they acquired from the exposure, they retreated back to the temple. They have continued to live here in the temple. Recently they became trapped in rooms 17 and 18 when the door between the nave and area 17 malfunctioned and closed, locking them in the two rooms. Starving, they killed one of the weaker apes and ate it.

The door between this room and room 19 is also malfunctioning and stuck in the closed and locked position. No ring will open it. Treat as if it has an *arcane lock* effect on it cast at 7th level.

19. Sanctum Sanctorum (EL 4)

This room seems better preserved than most; it is drier, cleaner, and less disturbed. The walls and ceiling of this room are paneled in golden oak. A gray wool carpet covers the floor, and oak bookcases line the entire east wall. Hundreds of leather-bound books are visible through the leaded glass of their doors. Against the west wall stands a gray metal cabinet, next to which is an oak chair. Doors are in each of the other walls. But dominating the room is a huge carved oak desk and its leather armchair. In front of the desk are three more chairs upholstered in decomposing gray silk. Several small circular scorch marks mar the walls.

The metal cabinet (hardness 10, 20 hp) holds a computer terminal and opens only to a saint's ring. If the Brain of Weewak detects the party in the room (75%), it remotely opens the cabinet and activates the computer terminal (hardness 5, 15 hp) through which it attacks the PCs. Destroying it terminates Weewak's link with this room. Damaging the cabinet automatically alerts Weewak's brain to the party's presence in the room.

20. Secretariat

A ruined wool carpet covers the floor of this room. The walls and ceiling are paneled in dark oak and are marred by a few small circular scorch marks. Three skeletons lie on the floor. Open shelves built into the east wall contain molding, 2-foot-square ledgers bound in green leather. A desk is in the southwest corner, behind which is an overturned straight-backed oak chair. Upon the desk are two more of the green ledgers. Four similar chairs are against the north wall. Opposite them is an oak cabinet.

The skeletons are the remains of the old temple's secretary and two of his acolytes who were killed here by the heroes raiding the temple. The moldy ledger books contain the order's financial records, including lists of prisoners (by name) and their disposition. Among the entries in the most recent book, one of the two open on the desk, one of the last pages of writing has been torn out. This page contained the name of the prisoner that the heroes who raided the temple had come to rescue so long ago. They tore out the page rather than carry the whole ledger while searching the rest of the

temple. The oak cabinet holds ruined writing materials. The desk contains several spools of moldy green ribbon, a brass seal in the likeness of a frog devouring a struggling human, and a wooden box holding thirty sticks of yellow sealing wax. The seal is that of the order, and it is used on all official communications (and might be worth 1,000 gp to a collector).

21. Guardian's Office (EL 4)

Splitting oak panels the walls and ceiling of this room, and a mangy wool carpet covers the floor. Oak bookcases line the north wall and hold hundreds of leather-bound books, which are visible through the shattered glass of their doors. Against the east wall is a gray metal cabinet. A much smaller oak cabinet stands opposite it against the west wall. Next to the oak cabinet is a big white oak desk, behind which is an overturned blue leather armchair. Two similar chairs are set in front of the desk.

The oak cabinet was an emergency armory, but its advanced tech weapons were looted long ago. It still contains six short swords and four maces. A locked (Open Lock DC 25) steel box in the oak cabinet holds two temple inner circle and six temple outer circle rings worth 50 gp each. These rings open any functioning doors within the temple.

The metal cabinet (hardness 10, 20 hp) holds a computer terminal and opens only to a saint's ring. If the Brain of Weewak detects the party in the room (75%), he remotely opens the cabinet and activates the computer terminal (hardness 5, 15 hp) through which he attacks the PCs. Destroying it terminates Weewak's link with this room. Damaging the cabinet automatically alerts Weewak's brain to the party's presence in the room.

22. Chancellery (EL 4)

The walls and ceiling of this room are paneled in white oak. A musty, pale green wool carpet covers the floor. The south wall is lined with oak bookcases. Hundreds of leather-bound books are visible through the leaded glass of their doors. In front of the east wall is an overturned gray metal cabinet laying face down, an indention in the floor showing where it once stood. A similar cabinet is against the west wall. Next to the latter is a big white oak desk, behind which is a padded green leather armchair. Two similar chairs are set in front of the desk.

A skeleton is here. Inside its ribcage is a gold temple ring, worth 50 gp, that opens the vault in this room. When confronted by the heroes raiding the temple, Mendel swallowed his ring to keep it out of their hands; they then slew him and never recovered his ring. Finding the cabinet impervious to everything they tried, the heroes tipped it over, but they found nothing of value beneath it, so they moved on.

Saint Stephen returned after the heroes had left, but he could not lift the overturned cabinet to recover the loot within and so moved on with the intention of returning later. After his transformation to a vampire, he no longer had any reason to need the wealth that the cabinet held and so here it still sits.

The metal cabinet (hardness 10, 20 hp) holds a computer terminal and opens only to a saint's ring. If the Brain of Weewak detects the party in the room (75%), it remotely opens the cabinet and activates the computer terminal (hardness 5, 15 hp) through which it attacks the PCs. Destroying it terminates Weewak's link with this room. Damaging the cabinet automatically alerts Weewak's brain to the party's presence in the room.

Treasure: The bottom of the other cabinet hides a vault that was partially sunk into the floor. The vault is made of 1/16-inch collapsium, a super dense armor plating that is immune to damage from any weapons in Blackmoor (including alien blasters) (hardness 100). It opens only to Mendel's or Saint Stephen's ring. Inside are eight large sacks, four silver vials, and an ebony box. The eight sacks hold 500 cp, 600 sp, 500 gp (×3), and 600 pp.

Two of the vials etched with a frog motif contain *potions of cure moderate wounds*. The other two vials etched with a frog-headed human form contain *potions of lesser restoration*. The interior of the ebony box contains a black velvet pillow in which are cushioned twelve small emeralds worth 2,500 gp each.

23. Librarian's Quarters

A musty black wool carpet covers the floor of this room. The west and south walls are lined with open bookcases containing leather-bound books and lacquered scroll cases. An oak cabinet against the north wall appears to have been bashed open; scorch marks mar the carpet in front of its shattered doors. A similar undamaged cabinet occupies the northeast corner. An oak bed dominates its southeast corner. Between the bed and the corner cabinet, angled to face the door, is an oak desk with a carved oak armchair. A black velvet armchair is slowly rotting in the southwest corner.

Most of the books and scrolls in the shelves are of no interest and deal with romance or adventures of wizards, but a successful DC 20 Search check discovers a rare copy of Friar Hyckum's shocking tale *Dragons of Depravity*, worth 1,000 gp, has been placed behind the other books on the shelf. The northern wall cabinet has been bashed open, and within are only the rotting remains of clothing. While harmless now, this cabinet once held a *fire trap* that dissuaded the heroes from attempting to open the other cabinet.

Trap: The corner cabinet (hardness 5, 10 hp) has an *arcane lock* effect on it cast at 8th level. Opening the cabinet triggers a *fire trap* cast at 8th level.

Trap/Treasure: Inside the cabinet amidst neatly folded clothing are two scrolls, a book, and an iron-bound chest. One scroll contains the spells *fly* and *control water*, while the other targets the reader with a *baleful polymorph* spell cast at 10th level to turn the reader into a tiny frog (Fortitude save DC 18 negates, on failure Will save DC 18 to retain individuality). The book is a large tome of blue leather engraved with golden script. It is an empty spellbook that the wizard who once lived here had prepared for his new spell research. It has an *explosive rune* etched on its cover. Should the *explosive rune* be triggered, the entire book is destroyed. The interior of the book is made of 100 blank pages of fine parchment.

24. Library

The walls of this room are lined with oak bookcases, and those on the western half of the room are overturned. Loose, tattered, and torn books and scrolls cover the room's mangy green wool carpet in molding piles. Three cracked and splintered tables and some associated benches are scattered in the eastern portion of the room.

The texts are theological and deal with the beliefs and doctrine of the frog cult.

25. Main Store Room (EL 8)

The west and south walls of this room are lined with 3-foot-deep, ceiling-high shelves holding many bundles, boxes, bins, crocks, and shrouded piles of material. A few of these shelves have been overturned, scattering their contents about the room. Six wooden crates are strewn about the floor along with the bones of several swamp creatures, including crocodiles, large frogs, and a large snake.

The items on the shelves and scattered about the room are mundane material used in the temple; nails, candles, pins, spikes, crocks of lye, beeswax, soap, and the like. The material under the shrouds is unassembled furniture that is now splitting and cracked.

Some slaad live here and use the secret door (Search DC 28) to provide them access to the flooded dungeon, where they hunt. Pressing a loose stone high in the middle of the north wall opens the secret door.

Hiding (Hide +11) amidst all the supplies are two froglike creatures with mouths full of needlelike teeth, and long gangly forelimbs ending in claws. Whether these creatures are actually mud slaad or some mutated version of a frog is open to debate. They attack only if they themselves are attacked or they feel that they face a foe that they can defeat easily. Their *summon slaad* ability is restricted to summoning another mud slaad at 50% chance of success. However, this ability is purely verbal and just brings another mud slaad into the room from beyond the secret door, rather than gating them in, and is not a spell effect. Should the summoning fail, then there was just not another mud slaad within hearing distance.

Mutated frog creature/mud slaad (2): 39 hp; *FF* 157.

Tactics: If discovered, or if they feel that they are in a position of superiority, the two mud slaad each try to summon an additional mud slaad from beyond the secret door, then they emit their sonic screeches. If reduced to 20 hit points, they use their cringe ability. They feign death if reduced to 10 or fewer hit points.

Treasure: The mud slaad's treasure is composed of mundane materials that they have collected from this storage room. However, they have gathered four flasks of *universal solvent* that were stored here.

SECOND FLOOR

Most of this floor is an open balcony that overlooks the nave below. Unless otherwise noted, all ceilings are 10 feet high.

26. Choir Loft (EL 9)

This open loft looks out over the temple nave some 30 feet below. Heavy railing surrounds it, and four ramps give access to seating in the bank of 20-foot-long pews. The floor here is covered with a moth-eaten wool carpet that may have once been white, but is now a dingy shade of gray. Tattered grayish woolen curtains embroidered with tiny frogs conceal the outer wall of the loft.

The curtains conceal the one-way windows that separate the booths (areas 35, 36, 38, and 39) from this area. The curtains can be drawn back to reveal these windows (5 hp). A successful DC 28 Search check identifies a loose stone on the northeast wall that can be pushed to cause a section of the wall to swing inward, revealing the steps leading down to the vault (area 4).

Cyborg Beta is in the northeast portion of this area and immediately attacks the party when it becomes aware of their presence, which is likely while they are in the nave (area 1) because this balcony provides a great view of that area. Cyborg Beta attacks with its heavy blaster, using grenades on groups of PCs if the opportunity arises.

Cyborg Gamma **CR 9**

HP 68

LN Medium living construct (augmented humanoid, alien)
Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9
Languages universal translator (understands and speaks all humanoid languages)

AC 26, touch 14, flat-footed 22; Dodge (+4 Dex, +10 armor, +2 natural)
HD 8; **DR** 10/magic
Immune cold, mind-influencing effects
Resist fire 5
Fort +5, **Ref** +6, **Will** +1
Weakness electricity (50% extra damage)

Speed 30 ft. (6 squares)
Melee short sword +10 (1d6+4/19–20) or
Ranged heavy blaster +10/+5 (8d6/19–20) or heavy blaster +8/+8/+3 (8d6/19–20) with Rapid Shot
grenade +10 (8d6 within 5 ft.; 4d6 within 5–10 ft.)
Base Atk +6; **Grp** +10
Atk Options Point Blank Shot
Combat Gear grenade (4)

Abilities Str 18, Dex 18, Con 16, Int 9, Wis 8, Cha 6
SQ some construct traits (see Appendix), last laugh, light fortification
Feats Improved Initiative, Point Blank Shot, Rapid Shot
Skills Listen +3, Search +3, Spot +2
Possessions combat gear plus power armor, heavy blaster (9 shots), 1 charged power pack, 2 uncharged power packs, short sword, 14 unset explosive charges

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Light Fortification (Ex) When a critical hit or sneak attack is scored on a cyborg, there is a 25% chance that the critical hit or sneak attack damage is negated and damage is rolled normally.

Last Laugh (Ex) Should a cyborg reach 5–0 hit points, it initiates its self-destruct mechanism as a standard action. This causes an immediate explosion (10d6 points of force damage, 30-foot radius, Reflex save DC 30 for half).

Tactics: Cyborg Beta opens fire with its heavy blaster when it spots the PCs. Being in the balcony area, it is likely to see them while they are in the nave, in which case it fires down on them and throws grenades at groups of PCs.

27. Meeting Room

This room is paneled in dark oak that matches the table and benches that stand in its center.

28. Second Floor Latrine

The floor, ceiling, and walls of this room are covered with 1-inch square green and yellow tiles. A white porcelain basin with brass fittings, which is half-filled with scummy water, stands against the south wall. A small, waist-high, slate-topped, white oak cabinet is built into the east wall. Recessed in its green veined, black slate top is yet another white porcelain basin with different brass fittings.

The first "basin" is a broken flush toilet. The second is a nonfunctioning sink. The cabinet contains a basket holding thin sheets of paper that the humidity has now fused.

The cranium rats in area 6/7 can move through the plumbing and enter this room to investigate any disturbance they detect here, pouring out of the sink in a mass of furry bodies.

29. Second Floor Slop Room

The floor, walls, and ceiling of this room are covered with 1-foot-square slabs of green-veined black slate. Built into the west wall is a waist-high, pine cabinet topped with the same type of slate as that covering the walls. Recessed in the slate top are three white porcelain basins with brass fittings. Hanging from brass hooks in the east wall are assorted cleaning implements. Lying on its side in the far corner of the room is one of the strange black cylinders with the glowing red spot on the top.

The three basins are nonfunctioning sinks. The unlocked cabinet holds brown stoneware crocks of soap, lye, and beeswax. Next to them is an oaken bucket filled with rags. Cyborg Beta activated the explosive charge and then rolled it into the room from the doorway rather than take the time to enter the room and set the charge.

30. Choir Master's Quarters

Dark oak paneling covers the walls and ceiling of this room. Ceiling-high bookshelves in the north wall stand empty, and their contents, plus some thick black lacquer cases, loose sheet music, and a few books, cover the brown carpet on the floor. A bed and night table stand in the southwest corner, while the northwest corner holds a rotting leather armchair that has been slashed to reveal the woolen stuffing within it. Rotting clothing forms a pile in front of a large double-doored oak wardrobe that stands to the right of the door. Lying on its side against the far wall is one of the strange black cylinders with the glowing red spot on the top.

Cyborg Beta activated the explosive charge and then rolled it into the room from the doorway rather than take the time to enter the room and set the charge against the far wall.

31. Changing Room

Dark oak panels form the walls and ceiling of this room. Several pegs protrude from the paneled walls. Rotting robes still hang from some of these, while other robes have deteriorated and now lie in heaps under the pegs.

The choir members put on their robes here. The stairs in the northeast lead up to area 40, while those in the southeast corner lead down to area 12.

32. Profane Closet

The walls of this closet contain scores of empty brass hooks.

33. Sacred Closet

The walls of this closet contain scores of brass hooks. Rotting in piles beneath the hooks are piles of green-trimmed, saffron cloth.

The rotting cloth piles are old choir robes that have fallen from the hooks.

34. West Access Way

This narrow, oak-paneled corridor has two doors in the north wall and one in the east wall.

35–36. Booths

A red carpet covers the floor of this oak-paneled booth. It contains two red leather armchairs facing a glass wall through which the molding grayish curtain of the choir loft can be seen.

37. East Access Way

This narrow, oak-paneled corridor has two doors in the north wall and one in the west wall.

38–39. Booths

Both booths are identical to booths 35–36.

THIRD FLOOR

The third floor is nothing more than a vast access space and storage area. All rooms have 15-foot-high ceilings.

40. Hall of Toil

The toppled walls here are scattered in a pile of rubble. The rubble blocks the stairs; it would take a lot of hard work to clear the debris.

41. Old Equipment Space (EL 14)

Smashed metal machines clutter this large open area. A large opening in the northern end of the room seems to lead down to the nave, and up to the level above. Two rows of pillars run the center of the room. A few of these pillars have been knocked over by the creature that inhabits this chamber: a titanic toad.

This machine shop is where the aliens kept many of their advanced machines. Almost all have now been crushed by the creature in the room. Additionally, some duct work that once ran through the room has been smashed. Now waste in the room drains down the ducts to who knows where.

The opening in the north wall was part of a renovation that would have opened up part of this area to the

nave below, perhaps for extra viewing. This renovation seems half-done and while it is evident that there was to be a large opening to the nave, only a 5-foot opening currently exists.

Titanic Mutant Toad **CR 14**
HP 320

N Gargantuan animal
Init +0; **Senses** darkvision 60 ft.; Listen +8, Spot +8

AC 26 (–4 size +20 natural), touch 6, flat-footed 26
HD 25
Fort +24, **Ref** +16, **Will** +12

Speed 20 ft. (4 squares)
Melee bite +27 (3d8+19) or
tongue +27 (0)
Space 20 ft.; **Reach** 20 ft. (40 ft. with tongue)
Base Atk +18; **Grp** +43
Atk Options swallow whole, trample (3d8+19)
Atk Options improved grab

Abilities Str 37, Dex 10, Con 27, Int 1, Wis 14, Cha 4
Feats Alertness, Blind-Fight, Endurance, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Iron Will, Lightning Reflexes
Skills Hide +4, Listen +8, Spot +8

Swallow Whole (Ex) A titanic mutant toad can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. The swallowed creature takes 3d6 points of bludgeoning damage and 3d4 points of acid damage per round from the titanic mutant toad's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A titanic mutant toad's gizzard can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Trample (Ex) Reflex DC 35 half. The save DC is Strength-based.

Improved Grab (Ex) To use this ability, titanic mutant toad must hit an opponent of up to Huge size with a bite or tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

This creature moved here after finding a food replicator creating and leaking a fortified food paste. For two decades, it has also been exposed to the leaking power plant that lies on the floor above this chamber, which caused an elevated growth rate. It has now grown too large to leave this chamber. It has knocked down the wall that leads to the stairway, which blocks further progress to the upper levels, as well as several of the pillars that once graced the center of the room. This beast periodically lays eggs which flow down into the old electrical and climate control ducts and drain into the flooded basement.

Tactics: The toad attacks PCs with its tongue, pulling grappled PCs into its mouth then swallowing them whole one at a time. If the PCs make their way into the room to engage in melee, the toad uses its trample attack.

42. Unfinished Latrine

This room is empty except for a few 3-inch diameter copper pipes that protrude from the back wall.

43. Unfinished Slop Room

A stack of green marble tiles sits in the middle of the floor of this room, evidently supplies for the unfinished tiling of the room's walls.

FOURTH FLOOR

44. Hall of Peace

Splitting white oak forms the panels in this hall, and a moldy gray carpet covers the floor.

45. Upper Loft

This open, 40-foot high loft looks down on the temple nave below. It is surrounded by a heavy metal railing, and two ramps give access to seating in a bank of 20-foot pews set on steep risers. A large set of double doors is at the back of the loft, and smaller doors are set in the east and west walls.

46–47. Stairs

The west stairs go up to the west walkway (area 55). The east stairs go up to the east walkway (area 56).

48. Fourth Floor Bathroom

The floor, ceiling, and walls of this room are covered with 1-inch-square black and gold tiles arranged in an abstract pattern. A curious glass booth containing gold fittings is in the northwest corner. A cracked white porcelain basin, with holes where fittings should be, occupies the southwest corner. It is half-filled with muck and slime. Built into the east wall is a waist-high, marble-topped golden oak cabinet. Recessed in the cabinet's black-veined gray marble top is another white porcelain basin also missing its fittings.

The glass booth is a nonfunctioning shower. The basins are an inoperable flush toilet and sink, respectively. The unlocked cabinet holds a stack of towels and a woven basket full of sheets of thin paper. The halfling rogue who accompanied the heroes who raided the temple twenty years ago took the missing fittings. He was too short to reach the shower fittings and rather than get help from his party members and have to share all the gold fixtures, he decided to leave the shower fixtures and keep the toilet and sink fixtures for himself. The remaining shower fittings are worth 500 gp.

49. Fourth Floor Slop Room

The floor, walls, and ceiling of this room are covered with 1-foot-square slabs of black slate. The east wall contains a waist-high, slate-topped pine cabinet. Recessed in its slate top is a white porcelain basin with brass fittings.

50. The Guardian's Quarters

The stone walls of this room are unadorned. A bed is in the northeast corner and an oak wardrobe is in the northwest corner. At the foot of the bed is a shallow 2-foot by 3-foot box filled with sand.

51. The Chancellor's Quarters

The oak paneling on the walls and ceiling of this room and the brown wool carpet covering the floor are the only signs of luxury. An oak bed occupies the northwest corner, and a brown cut velvet armchair occupies the northeast corner. An oak wardrobe stands against the south wall.

52. The High Priest's Quarters

The walls and ceiling of this room are paneled in white oak, and a white carpet is on the floor. A moldy white oak four-post bed occupies the southeast corner. A wardrobe is against the north wall, and a writing desk and chair are in the northeast corner.

This was once Saint Stephen's room, but since he has become a vampire, he spends very little time here. The beginning of a diary is kept in the desk, and it describes his transformation into a vampire and lists some of the raids he conducted against the *City of the Gods*. He mentions the arrival of the cyborg Weewak, and its slaying of his sire and his subsequent destruction of the cyborg, but then it ends as if Saint Stephen grew bored with it, which he did.

53. The Computer Room (EL 9)

The walls, floor, and ceiling of this room are covered with 2-foot-wide smooth, gleaming white panels of an unknown material. The entire ceiling glows with an intensely bright light. Two iron beds, an oak desk, an oak chair, and an oak wardrobe stand against the north wall. Four open metal cabinets line the south wall. In front of each open cabinet is a white oak side chair. Centered against the west wall is a tall metal cabinet containing a single blinking red light. Two skeletons lie on the floor here. The interior east wall is pockmarked by several 1-inch burn marks.

The cabinets against the south wall are four terminals attached to the computer set against the west wall. If the Brain of Weewak detects the party in the room (95%), it remotely opens the cabinets and activates the computer terminals to facilitate its attacks on the PCs. The four terminals allow Weewak to target up to four PCs each round. Destroying a terminal reduces the number of PCs Weewak can target each round by one. Additionally it can focus its attack out of the main computer as well. The computer terminals have a hardness 5 and 15 hp. Destroying a terminal reduces Weewak's attacks in this room to the number of terminals remaining. Once the final terminal is destroyed, Weewak continues to assault the party with one attack per round coming from the main computer at the end of the room. The main computer in this room must be destroyed to reach Weewak's brain.

The computer casing has hardness 10 and 40 hp, plus it's trapped (see Trap below).

The unlocked desk contains a drawer full of strange tools and computer parts. The wardrobe contains a saint's robe, two inner circle robes, and a chest holding 100 platinum pieces.

Weewak's brain is the only creature in the room. Essentially this brain counts as five brains due to the fact it can use mind thrust attacks through the main computer and the four computer terminals (five total attacks).

Weewak (Brain in a Jar): 19 hp; *LM* 90.

Contact with the metal cabinet triggers a *chain lightning* trap, a left-over effect created by a long dead computer operator who ran a current of electricity through the computer casing. Once the computer casing has been destroyed, Weewak's brain can be attacked.

***Chain Lightning* Trap:** *DMG* 73; automatic reset (1 round to build up charge).

Anyone with a computer ID can use a terminal keyboard to talk to the computer. The computer answers questions posed by anyone using a terminal by displaying data on the screen, but it takes orders affecting temple operations only from Saint Stephen. Anyone who knows the one-word ID code of one of the computer operators can communicate orders and information requests to the computer using the intercom system. When communicated with in this fashion, the computer replies over the intercom.

Tactics: The brain activates the four terminals and attacks five times, targeting as many different characters as possible, with its mind thrust (four attacks through the terminals and one through the computer). It continues with these attacks until the terminals are destroyed. Then it focuses single attacks out of the main computer, relying on the computer's electrical charge to keep melee attacks away. If it has not already done so, it uses its *dominate person* ability on the first character attacking the computer with a melee weapon.

54. The Power Plant (EL 8)

The doors to this room are locked as if by *arcane lock* cast at 7th level.

The walls, floor, and ceiling of this room are covered with 2-foot by 2-foot smooth, gleaming white panels of an unknown material. The entire ceiling glows with an intensely bright light. Two iron beds and a wardrobe are against the south wall. An open metal cabinet and two other tall metal cabinets are set against the north wall. An oak chair is in front of the open cabinet. The room's entire southeast corner is occupied by a dented, ceiling-high, metal tank.

The open cabinet is a computer terminal. The other cabinets are monitoring devices. The wardrobe holds a suit of silver-painted leather armor and three inner circle robes.

The metal cabinet (hardness 10, 20 hp) holds a computer terminal and opens only to a saint's ring. If the brain of Weewak detects the party in the room (75%), it remotely opens the cabinet and activates the computer terminal (hardness 5, 15 hp) through which it attacks the PCs. Destroying it terminates Weewak's link with this room. Damaging the cabinet automatically alerts Weewak's brain to the party's presence in the room.

The metal tank is a leaking alien nuclear power plant (hardness 15, 44 hp). It can sustain up to 44 points of damage before its safety protocols take over (unless the main computer and Weewak's brain have been destroyed in which case the power plants explodes in 1d6 rounds causing 10d6 fire and 10d6 force damage to anyone within a 60-foot radius) and it shuts down, but can be harmed only by magic. If both this power plant and the one in area 15 are destroyed, then the main computer shuts down in 10 minutes, as do all other alien devices built into the temple. Glow panels stop operation and any functioning doors stay closed. Additionally, any surviving cyborgs regain their ability to remotely communicate with each other.

Power packs for both battle armor and blasters can be recharged here by plugging them into small slots on the face of the cabinet. Up to four power packs may be charged at the same time. The recharging ports are not operating properly, and thus they take 30 minutes to charge the first power pack, plus 10 minutes for each additional power pack plugged in. Any power pack plugged into this damaged power plant may explode when it reaches the end of its recharging time (15% chance), causing 3d6 points of damage to anyone standing within 10 feet of the power plant. This explosion causes 10 points of damage to the power plant's hit points, and destroys that recharging port.

Anyone entering and remaining in this area for more than 2 rounds is exposed to the leaking alien nuclear reactor, which acts as a trap.

Leaking Nuclear Reactor: CR 8; mechanical; location trigger; constant effect; never miss; onset delay (2 rounds) (radiation, DC 20 Fortitude save resists 1d4 Con/1d6 Con, plus –1 Con each round of exposure after secondary damage); multiple targets in defined area (25-ft.-by-45-ft. room); Search DC 35; Disable Device DC 40 + nuclear engineering training.

For each point of Con damage that a PC takes from the leaking reactor, there is a 5% cumulative chance

that the exposure causes the PC to mutate. Mutations should be rolled randomly from the following chart. A mutation can be removed only by a *wish* or a *miracle*, at the DM's discretion.

d10	Mutation
1	Gills
2	Extra digits
3	Great horns
4	Light sensitivity
5	Scaly armor
6	Tail
7	Thin skin
8	Unnatural hair/eyes/skin
9	Scent of prey
10	Smoke screen

Gills

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs).

Benefit: You can breathe both air and water. You can operate under water indefinitely, with no fear of drowning.

Drawback: A character with gills may be treated differently in social interactions with beings familiar with their species.

Extra Digits

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way.

Drawback: A character extra digits may be treated differently in social interactions with beings familiar with their species.

Great Horns

You sprout horns capable of damaging or goring a target. The horns may be curved like a ram's or pointed like a bull's. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers like that of a moose.

Benefit: You gain a single gore attack that deals either bludgeoning or piercing damaged (based on the type of horns). The amount of damage depends on your size: Small 1d4, Medium 1d6, Large 1d8. If you get multiple attacks in a round, you can gore multiple times. Your horns are treated as natural weapons and do not provoke attacks of opportunity.

Drawback: Depending on the type of horns, a PC may not wear some sorts of headgear. A character with great horns may be treated differently in social interactions with beings familiar with their species.

Light Sensitivity

You cannot adjust your eyes to bright light.

Drawback: Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you take a –1 penalty on attack rolls, Search checks, and Spot checks as long as you remain in the affected area.

Scaly Armor

Thick, overlapping scales cover your body. The scales are hard, but dry, to the touch.

Benefit: You gain a +2 natural armor bonus, or your existing natural armor bonus increases by 2.

Drawback: A character with scaly armor may be treated differently in social interactions with beings familiar with their species.

Tail

You grow a thick tail. The tail may be fur-covered, slender and whiplike like a rat's, or scaly like a lizard's. Although the tail improves your balance and can serve as a weapon, it cannot be used to grapple objects.

Benefit: The tail provides a +2 bonus on all Balance checks. In addition, you gain a single tail slam attack that deals bludgeoning damage based on your size: Small 1d4, Medium 1d6, Large 1d8. If you get multiple attacks in a round, you can strike with your tail multiple times. Your tail is treated as a natural weapon and does not provoke attacks of opportunity.

Drawback: A character with a tail may need specially constructed armor to accommodate the tail.

Thin Skin

You are more susceptible to harm.

Drawback: You take 1 additional point of damage each time you are wounded.

Unnatural Hair/Eyes/Skin

Your hair, eyes, or skin color changes drastically to a shade that is uncommon for your species. You may have hair, eyes, or skin that is multicolored, streaked, spotted, or slightly luminescent. It may even change color when your mood changes. The colors should be considered strange by other members of your species (bright blue, dark green, or vivid orange hair for humans, for example).

Drawback: A character with unnatural hair, eyes, or skin color may be treated differently in social interactions with beings familiar with their species.

Scent of Prey

Your body exudes a scent that carnivorous animals associate with prey.

Drawback: All carnivorous creatures with the animal or vermin subtype attack you in preference to other available targets.

Smoke Screen

You expel chemicals through your pores to create an inky cloud of smoke, engulfing yourself and the surrounding area.

Benefit: Once per day, as a free action, you can produce a 20-foot-radius cloud of smoke centered on yourself. The cloud is stationary once created. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

The color of the cloud may be determined by the character.

Treasure: The silver-painted leather armor is +2 *leather armor of acid resistance*, which was worn when maintenance was done on the reactor. It may not have actually helped the reactor technicians, but they didn't know that and it gave them peace of mind when working on the reactor.

FIFTH FLOOR

The areas other than the walkways have 15-foot-high ceilings.

55–56. Walkways

The west walkway connects the west stairs (area 46) with the stairs leading to the observation deck (area 62). The east walkway connects the east stairs (area 47) with the stairs leading to the observation deck.

57. Machine Shop (EL 13)

Strange, dust-covered machines are crammed into this room. Most of the room's southern third is occupied by a huge hexagonal tank and two thick metal shafts are in the middle of the remaining floor space. A double door is set in the north wall. Stairs in alcoves in the east and west walls lead to two other doors.

The machines include laser drill presses, milling machines, laminators, welders, heat treatment units, and other even more esoteric alien devices. These devices add a +2 competency bonus on Craft (electric) or Craft (mechanical) skills.

Amidst this machinery is a steel predator that Saint Stephen built with his advanced technology and alien machines.

Steel Predator: 102 hp; FF 163.

Tactics: The steel predator will hide (Hide +24) until the PCs get well into the room before attacking.

58. Cistern (EL 9)

This hexagonal 15-foot-high metal area is covered with a tarp.

The tarp is fastened to the metal cistern with eight large magnets. The tarp is a 30-foot by 30-foot gray plastic sheet (hardness 0, 3 hp). The magnets are strong enough to hold 5 pounds. This was once a catch basin for the temple's water supply. Because most of the drainage ports on the top of the temple are clogged, this basin is now dry. A few pipes and grates dot the inside of the cistern, and the catch basins' outlets are only a few inches across (too small to be entered). Plastic pipes once carried water from the cistern through the temple walls to all sinks, toilets, and showers.

Sitting at the bottom of the tank is a strange metal and glass container (hardness 10, 20 hp, break DC 30). This metal box is 8 feet long and 3 feet wide and has a metal lid with blue-tinted domed glass windows. Two metal cylinders 5 feet long and 1 foot in diameter (hardness 10, 10 hp, break DC 30) are affixed to one side of the box. The windows are too dust-encrusted to see through. Even if they are cleaned, they are lined on the inside with some sort of metal foil. Saint Stephen uses this as his coffin. It was once a cryo-sleep chamber. The chamber opens easily when the latch on the side is unfastened. Within the chamber are three buttons on the inside of the door. The black button allows the occupant to open or seal the chamber from the inside. Another button, green, once initiated the sustenance features of the chamber, but this no longer operates. The final button, blue, releases the cryo-sleep gas. Pressing this button releases a cloud of degraded cryo-gas, which is stored in the cylindrical tanks affixed to the side of the chamber. Breaking either cylinder also sets off the gas trap.

Cryo-Gas Trap: CR 9; alien mechanical; touch trigger (button); manual reset; alchemical item; spell effect (energy substituted (cold) *incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33, Disable Device DC 33. Cost 60,000 gp, 4,800 XP.

59. Main Lighting Space (EL 12)

A jungle of metal cables hangs in this area. A bold yellow border is painted around a latched panel on the floor.

The latched panel is an unlocked trap door that leads to a small crawl space built to enable temple staff to change the light bulbs for the temple nave. It is possible to remove these bulbs and drop into the nave below.

Creature: Alien technology created cables that move themselves through conduits. These self-propelled cables are equipped with guiding machinery. Two large cables of this sort are in this room. They are heavily electrified and remain so for up to 10 hours after both power plants have been shutdown due to internal battery packs.

Self-propelled electrical cables: Use bronze serpent (2); 88 hp; *MMII* 40.

Tactics: These cables are malfunctioning and lash out at anyone who enters the room, causing a severe shock (construct's bite). They try to coil themselves around PCs (construct's improved grab and constrict attacks).

60. The Priests' Walk (EL 9)

This balcony is the "mouth" of the frog-shaped temple. Overhead, a limestone ledge forms the upper part of the mouth. The floor of the balcony is the lower half. The thick limestone railing forms a prominent froggy lip. The north wall contains a double door of bluish-green bronze. Several dozen small winged lizards roost here.

Areas A and B are feeding basins where Saint Stephen leaves food for the dracolizards.

Creatures: These small winged lizards are native to the swamp, and Saint Stephen has always fed them in this roost.

Dracolizard Swarm: Use needletooth swarm (2); 71 hp; *MMIII* 109 with a fly speed of 40 ft. (good) (+1 CR).

Tactics: They savagely attack any living creature that they detect in the area, forming two flying swarms to take down their prey. They pursue their prey until they are dispersed.

61. Saint Stephen's Room

This room is packed with arcane machines of metal and glass.

This alien equipment was salvaged from Saint Stephen's lifeboat and used by Saint Stephen to build many of his alien guardians and rebuild some of the damage the heroes caused to the place twenty years ago. Amidst the strange junk in this room is a small blue metal box with an orange star painted on it. The box is closed with a very simple catch and has a handle for ease of carrying. The box is an old first aid kit that has been abandoned here. Inside are the following items: a small pair of scissors; a small dark glass bottle with a screw-on top and that contains 58 hydrate pills*; two cans with a nozzle and button on the top**; an L-shaped device (auto injector) with a red button and a black button on the hollow grip; and a case holding six unlabeled cylindrical, clear glass vials, two filled with a red liquid (*remove poison*), two filled with a blue liquid (resuscitator, brings any a character with negative hit points up to 1 hp), two filled with a yellow liquid (immobilizer, DC 25 Fort save or paralyzed for 1d4 hours). Additionally several packets contain self-adhesive bandages.

* Each pill provides 8 hours worth of water. Using more than two capsules a day for more than three days results in acute kidney damage (1d4 Con damage each day of continued use).

**Rubber flesh heals 1d8 points of damage when applied directly to a wound; six applications remain in the first can. The second can explodes if the button is pressed, and the resulting liquid explosion covers everything in a 5-foot radius with a sticky pale greenish fleshy substance that has no medical properties.

SIXTH FLOOR

All rooms on this floor have 15-foot-high ceilings.

62. Observation Deck (EL 13)

This room appears to be a corridor. Stone bays at A and B are actually viewports shielded from the elements by clear convex plastic sheets. From outside, these bulging plastic shields (6 in. thick, hardness 10, 60 hp) look like the pop eyes of a frog. The collapsium door (hardness 100, 20 hp) between this area and the Mind of the Frog (63) opens only via one of the temple rings or to a *knock* spell. It can't be forced.

Two shadesteel golems stand watch here. Saint Stephen stole these two stealthy golems (called assassin droids by the aliens) during a raid on the *City of the Gods*. He has reprogrammed them to serve him. They hide in the shadows in the areas marked "G" on the map, and they attack any living being entering the area.

Shadesteel Golem (2): 119 hp; *MMIII* 72.

Tactics: These two golems converge on any living being entering the room and attack. The golems engage the PCs and then use their negative pulse wave to maximum effect.

63. Mind of the Frog

This entire room is dominated by what looks like a chair built into the north wall. A mass of wires runs from one of the panels on the wall to a small fist-sized box sitting on the arm of the chair. An illuminated red panel is clearly visible on the box.

The room is, in fact, a single vast machine—a mind-control device that Stephen once used to condition members of the order. Now Saint Stephen reclines here enjoying the memories of those subjects, since copying memories was a side effect of the conditioning process. Saint Stephen has rigged the machine so that he may plug himself in to the chair in the middle of the room and activate the machine so that he can gather the stored memories.

Anyone else sitting in the chair and pressing the red button on the box sitting on the chair's arm is exposed to the memories of random individuals. These memories are much like dreams. A person's first exposure to the machine affects them as if they were voluntarily subject to a *confusion* spell lasting 1d6 rounds. The machine is focused so that only the person in the chair is subject to its effect. When the machine runs, a low humming noise emanates from it, and a swirl of flashing multicolored lights fills the room.

Creature: Saint Stephen is encountered here unless he detects the party attempting to enter the temple through the eyes or mouth of the frog motif, in which case he retreats to the fourth floor, opens the doors to area 54 and 53, and then waits to engage the party there, trusting the leaking reactor and the main computer to aid him against the PCs.

SAINT STEPHEN "THE ROCK" ROCKLIN CR 14
HP 85

Male vampire (alien human) swarm-shifter fighter 10
CE Medium undead (augmented humanoid, shapechanger)
Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages Alien*, Common

AC 30, touch 14, flat-footed 26; Dodge
(+4 Dex, +10 armor, +6 natural)
HD 10; fast healing 5; **DR** 10/silver and magic
Immune undead immunities (MM 317)
Resist cold 10, electricity 10, +4 turn resistance
Fort +7, **Ref** +9, **Will** +6
Weakness garlic, holy symbols, running water (*MM* 253)
Speed 30 ft. (6 squares), spider climb
Melee slam +15 (1d6+5 plus energy drain) or
Ranged blaster +15/+10 (6d6/19–20) or
blaster +13/+8 (6d6/19–20)and
blaster +13/+8 (6d6/19–20) or
blaster +13/+13/+8 (6d6/19–20) with Rapid Shot or
blaster +11/+11/+6 (6d6/19–20) with Rapid Shot and
blaster +11/+11/+6 (6d6/19–20) with Rapid Shot
Base Atk +10; **Grp** +15
Atk Options Point Blank Shot, Precise Shot
Special Actions blood drain, children of the night, create spawn, dominate, energy drain
Combat Gear grenades (2)

Abilities Str 20, Dex 19, Con —, Int 18, Wis 12, Cha 22
SQ alternate form, gaseous form, hive mind, swarm form, undead traits
Feats Alertness, Dodge, Improved Critical (blaster), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Focus (blaster)
Skills Bluff +13, Craft (electrical) +17, Craft (mechanical) +17, Hide +13, Intimidate +8, Jump +5, Listen +14, Move Silently +12, Repair +11, Search +12, Sense Motive +9, Spot +14
Possessions combat gear plus power armor, 2 blasters

Fast Healing (Ex) If reduced to 0 hp in combat, Stephen automatically and immediately assumes gaseous form and makes his way toward his coffin.
Energy Drain (Su) Living creatures hit by Stephen's slam attack gain two negative levels. At the same time, Stephen gains 10 temporary hit points.
Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire gains 5 temporary hit points.
Alternate Form (Su) See below for Stephen's statistics in his animal forms. In animal form, Stephen cannot use his equipment, nor can he use his dominate ability.
Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell

(caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

*As an alien, Saint Steven is proficient with the weapons and armor of his civilization.

When in bloodmote cloud form, Stephen has the following changed statistics:

Bloodmote Cloud Swarm Form **CR 14**

CE Diminutive undead (augmented humanoid, shapechanger, swarm)
Init +1; **Senses** darkvision 60 ft.; Listen +14, Spot +14

AC 31, touch 15, flat-footed 30
(+4 size, +1 Dex, +6 natural)
Immune undead immunities (*MM* 317), immune to weapon damage
Fort +7, **Ref** +6, **Will** +6

Speed fly 20 ft. (good)
Melee swarm (2d6 plus blood drain)
Base Atk +10; **Grp** —
Special Actions blood drain, distraction

Abilities Str 10, Dex 13, Con —, Int 18, Wis 12, Cha 22
SQ diet dependent, swarm traits, undead traits
Skills Disguise +4 (+14 to mimic bloodmote swarm), Hide +22, Jump +0, Move Silently +9

Blood Drain (Ex) A bloodmote cloud drains blood and deals 1d3 points of Constitution damage to any creature.

Distraction (Ex) Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a successful Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Concentration check.

When in bat form, Stephen has the following changed statistics:

Bat Form **CR 14**

CE Diminutive undead (augmented humanoid)
AC 16, touch 16, flat-footed 14
(+4 size, +2 Dex)
Ref +7

Speed 5 ft. (1 square), fly 40 ft. (good)
Melee —
Grp –7
Abilities Str 1, Dex 15
Skills Disguise +4 (+14 to mimic bat), Hide +23, Jump –17, Move Silently +10

When in dire bat form, Stephen has the following changed statistics:

Dire Bat Form **CR 14**

CE Large undead (augmented humanoid)
AC 20, touch 15, flat-footed 14
(–1 size, +6 Dex, +5 natural)
Ref +11

Speed 20 ft. (4 squares), fly 40 ft. (good)
Melee bite +17 (1d8+4 plus energy drain)
Grp +17
Abilities Str 17, Dex 22
Skills Disguise +4 (+14 to mimic dire bat), Hide +11, Jump –3, Move Silently +14

When in dire wolf form, Stephen has the following changed statistics:

Dire Wolf Form **CR 15**

CE Large undead (augmented humanoid)
AC 14, touch 11, flat-footed 12
(–1 size, +2 Dex, +3 natural)
Ref +7

Speed 50 ft. (10 squares)
Melee bite +16 (1d8+10 plus energy drain)
Grp +21
Atk Options trip +16
Abilities Str 25, Dex 15
Skills Disguise +4 (+14 to mimic dire wolf), Hide +7, Jump +15, Move Silently +10

Trip (Ex) In dire wolf form, Stephen can attempt to trip an opponent he hits with a bite attack.

Tactics: Saint Stephen engages the party with one blaster while using his children of the night ability to summon 1d6+2 rat swarms between him and the party. He continues to fire with one blaster while attempting to dominate an obvious fighter. He then opens up with both blasters, using his spider climbing ability if it is advantageous to do so. Should the PCs attempt to close with him, he shifts to bloodmote form and moves among the PCs while draining blood. He uses his swarm form to move through foes' squares to escape dead end areas. Once he is no longer cornered, he reverts to his vampire form and continues firing with both blasters while moving on walls and ceilings. Should he be reduced to 0 hit points, he becomes

gaseous and flees to the cryo-chamber in area 58. If it is night, he flees to a similar cryo-chamber he has hidden about a mile into the swamp.

CONCLUSION

If the PCs defeat Stephen and the brain in a jar, they can roam the areas of the temple that are detailed above. For ideas for further adventures, or if the PCs don't defeat Stephen, DMs have a few options.

FURTHER ADVENTURES

Should Stephen and the cyborgs onsite survive their encounters with the PCs, they may decide to pursue them, or they may decide to deal with the PCs later. If the PCs have defeated Stephen and all the cyborgs, they may still become the target of future cyborg death squads should the crew of the *FSS Beagle* become aware that the PCs have obtained any of their alien technology. In fact, a cyborg could trigger any of the alien explosive cylinders collected by the party at some point in the future. If the PCs sold these, people harmed by the explosions could come looking for them. Additionally, DMs can flesh out the areas that are not described within the scope of this adventure.

APPENDIX

Below are some features of the cyborgs and various items that are used in this adventure.

CYBORG TRAITS

- Cyborgs are living constructs that have some of the characteristics of constructs (listed below), but not all.
- Cyborgs have a Constitution score and gain hit points according to their Constitution modifier.
- Cyborgs possess low-light and darkvision.
- Cyborgs are immune to mind-influencing effects.
- Cyborgs are immune to poison, sleep effects paralysis, disease, nausea fatigue, exhaustion, and energy drain.
- Cyborgs do not heal normally and cannot be healed magically.
- Cyborgs are subject to critical hits.
- Cyborgs can use the run action.
- Cyborgs, when reduced to 0 hit points, are reduced to a single move action or a single standard action in each round, but strenuous activity does not risk further injury. When hit points are less than 0 but more than –10, a cyborg is inert. It is unconscious and helpless, and it cannot perform any actions. However, an inert cyborg does not lose any additional hit points unless more damage is dealt to it, as with a living creature that is stable.
- Cyborgs cannot be raised or resurrected.
- Cyborgs do not need sleep.
- Cyborgs bodies contain internal air tanks that switch on if needed and thus render the cyborg immune to gas/or lack of air effects for 4 hours.
- Cyborgs need very little food and usually take their sustenance once weekly through a food injector.
- Cyborgs are vulnerable to high electric shocks and suffer an additional 50% damage from such attacks.
- As alien beings, cyborgs are proficient with alien technological devices.
- Cyborgs have implanted communication devices that allow them to communicate via radio waves with others who have these implants or with receiving stations within one mile.
- Cyborgs are alien creations that merge a living brain and circulatory system with a stainless steel mechanical humanoid frame. The frame is covered with a synthetic skin so as to make the cyborg visually indistinguishable from other members of the race it emulates. Cyborgs are often created from the wounded members of the alien race that would not otherwise survive. While cyborgs retain a portion of their individuality, they can also be programmed to carry out orders and do so with unwavering loyalty. This coupling of human and machine created a programmable soldier that can make tactical decisions on the battlefield. A cyborg's programming includes proficiency with all alien weaponry and armor, however it removes most of the other skills that the individual once had.

ALIEN TECHNOLOGICAL ITEMS

These devices are alien technological pieces of machinery and not magic items. As a result, they have no aura and remain unaffected by *dispel magic*.

Weapon	Dmg	Critical	Range	Rate of Increment	Charge Fire	Weight	Damage Type
Blaster	6d6	20	40 ft.	Single	24	3 lbs.	Fire
Heavy blaster	8d6	20	80 ft.	Single	12	8 lbs.	Fire
Grenade launcher	Varies	20	60 ft.	Single	1	6 lbs.	Varies

Blaster

An unusual weapon, the blaster can be used in one hand.

Description: This dark gray, L-shaped device is made from some smooth, dense substance and is molded to fit a human hand. The part that fits most easily in the palm is studded with two tiny buttons: one red and one black. The other part ends in a thin tube.

Activation: A user activates this device by pressing the red button, which can be done easily by one of the fingers grasping this weapon. It can be held in one hand. The black button ejects the weapon's power pack.

Effect: The blaster is a light weapon that fires a single beam of energy. It requires a ranged touch attack to hit and deals 6d6 points of fire damage. Each shot drains one charge from the internal rechargeable power pack. A fully charged power pack holds 24 charges. It takes a full round action to reload a blaster if the user wants to keep the empty power pack. A user can reload it with a standard action if she allows the empty power pack to drop to the ground.

Price: 3,500 gp.

Heavy Blaster

While similar in form to the blaster, a heavy blaster requires two hands to use.

Description: This long, dark gray, tubular device is made from some smooth, dense substance, and it features two protrusions molded to fit human hands. One end of the device is a thin hollow tube, and the other ends in wide, padded cap. A red button is on the molded protrusion closest to the padded end, while a black button is on the protrusion closer to the hollow end.

Activation: This device activates when the user presses the red button, which can be done easily by one of the fingers grasping this weapon. The black button ejects the weapon's power pack.

Effect: The heavy blaster is a large weapon that requires two hands to operate. It requires a ranged touch attack to hit and deals 8d6 points of fire damage. Each shot drains one charge from the internal rechargeable power pack. A fully charged power pack holds 12 charges. It takes a full round action to reload a heavy blaster if the user wants to keep the empty power pack. A user can reload it with a standard action if she allows the empty power pack to drop to the ground.

Price: 5,500 gp.

Grenade Launcher

As with the heavy blaster, the grenade launcher also requires two hands to operate.

Description: This dark gray, foot-long tube is open at one end and closed at the other. A red bump is on one side.

Activation: The closed end holds a standard power pack and all the microcircuits needed to fire the grenade launcher. A user can remove the end cap by unscrewing it; doing so exposes the power pack, which the user can remove. To use a grenade launcher, the operator must use a standard action to drop a grenade into the open end of the tube. Then by pressing the red bump, the grenade is fired out of the open end of the tube. A user can set the grenade's timing by turning a dial with colored triangles on it on the side of the launcher. It can be set for contact (blue triangle), 1 round (first black triangle), 2 rounds (second black triangle), and 3 rounds (third black triangle). All grenades are then fired with the indicated timing.

Effect: The grenade launcher is a large weapon that requires two hands to operate. It fires a grenade, effectively giving the wielder a range increment of 60 feet with a grenade. Additionally, a grenade launcher adds a +2 bonus on attacks with a grenade fired over 45 feet. Loading a grenade launcher requires a standard action. See *PH* 158 for missing with a thrown weapon. A grenade launcher can hold one grenade at a time.

Price: 2,000 gp.

Weapon	Dmg	Critical	Range Increment	Burst Radius	Weight	Damage Type
Grenade (Fragmentation)	Varies	20	10 ft.	10 ft.	1 lb.	Slashing/Piercing

Grenade

Grenades can be thrown or used in the grenade launcher described above.

Description: This red, egg-shaped item is smooth and heavy. A seam in the middle of the device has a yellow triangle next to it that points toward the seam. On the opposite side of the seam, offset from the yellow triangle, are one blue and three black triangles.

Activation: The thrower can set the number of rounds before the grenade explodes by rotating the

ends of the grenade in opposite directions and lining up the yellow triangle with one of the other triangles. It can be set for contact (blue triangle), 1 round (first black triangle), 2 rounds (second black triangle), and 3 rounds (third black triangle).

Effect: Activating the grenade requires a standard action, as does throwing it. When the grenade explodes, it emits a flash of red light to a radius of 10 feet. Creatures within 5 feet take 8d6 points of slashing/piercing damage, while creatures within 5–10 feet take 4d6 points of slashing/piercing damage. See *PH* 158 for missing with a thrown weapon.

Price: 1,000 gp.

Armor	Armor/Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	(20 ft.)	Weight
Power Armor (God Suit)	+10	+8	0	0%	30 ft.	20 ft.	4 lbs.

Power Armor (God Suit)

Known to some as the "god suit," this unusual armor provides great defense without slowing down or otherwise decreasing the user's range of motion.

Description: This item looks like a smooth, wondrously light and thin jumpsuit. Woven into the suit's neck is a small, oblong box. When powered, the suit emits a slight glow around the wearer.

Activation: A small sensor in the oblong box detects when the suit is being worn and causes it to emit a repulsion field.

Effect: The suit weighs 4 pounds and while it takes up the armor slot of the character, it is not considered armor for the purposes of armor proficiencies. Squeezing the oblong box causes it to eject its power pack. A new power pack can then be inserted into the box. Each power pack powers the armor for four months. Power packs already in suits discovered by the PCs will function for 1d4 months.

Price: 9,000 gp.

Medical Auto Injector

Description: This L-shaped device (auto injector) has a red button and a black button on the hollow grip.

Activation: Medical glass tubes must be put in the hollow grip of the auto injector cap first. Then the other end of the auto injector must be placed against the body of the individual to be injected, requiring a melee touch attack, and the red button pressed.

Effect: While this works through normal clothing, anything that provides more than a +2 nonmagical armor bonus prevents the auto injector from injecting the application. The injector functions sonically and thus leaves no mark. When operating, the glass cylinder simply empties. If it is activated without being applied to an individual, the liquid in the cylinder is ejected in a very fine mist from the other end of the ejector. Outside a living body, this mist is inert. The black button ejects any glass cylinder in the grip.

Price: 500 gp.

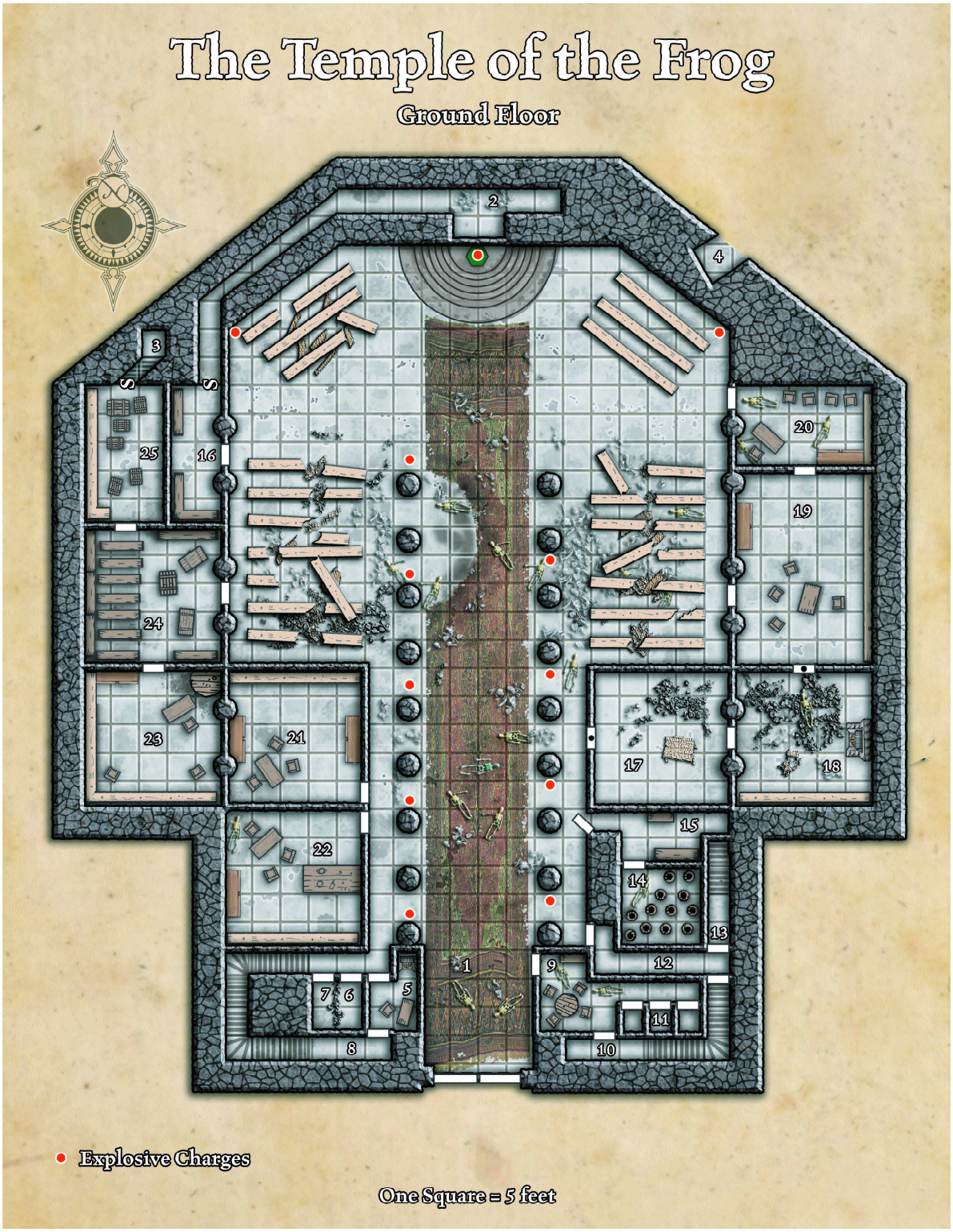
Medical Vials

A variety of medical vials consist of a cylindrical glass cylinder that is capped on one end with a plastic cap that cannot be removed.

- Red liquid (*neutralize poison*, as potion); Price: 750 gp.
- Blue liquid (reviver, brings any character in negative hit points up to 1 hp); Price: 50 gp.
- Yellow liquid (immobilizer, DC 25 Fort save or paralyzed for 1d4 hours); Price: 300 gp.

ABOUT THE AUTHOR

Edward Albert lives in Norman, Oklahoma, with his lovely wife, two beautiful children, and four dumb cats. He has been playing, and mostly DMing, D&D since 1980. He holds a fondness for the classic 1st and 2nd Edition adventures and a true enjoyment of the 3.5 rules. While he has playtested many adventures for authors Wolfgang Baur and Greg Vaughan, this is his first published adventure and he is excited to merge old and new D&D.


The Temple of the Frog
Ground Floor
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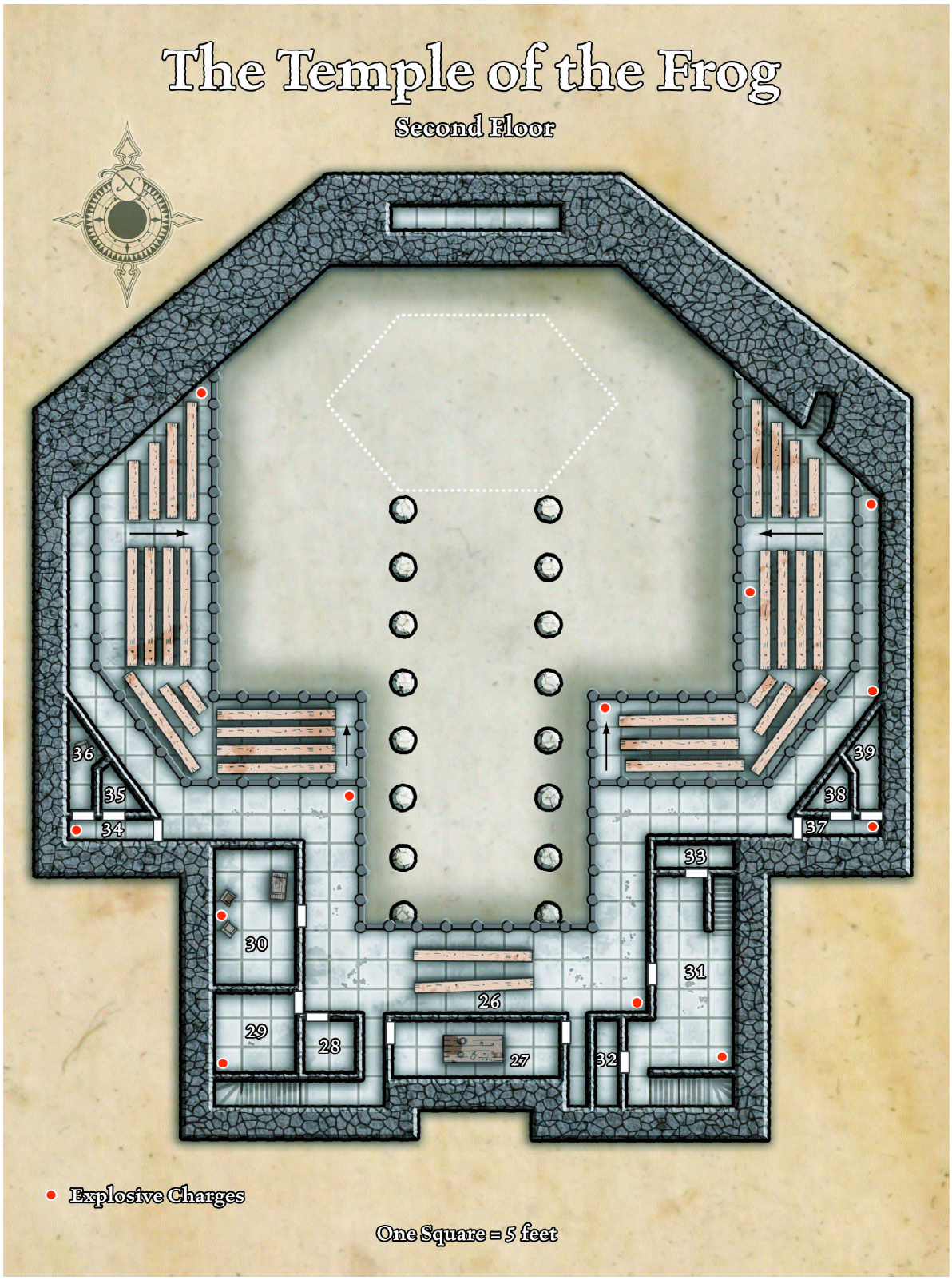
Explosive Charges
One Square = 5 feet


The Temple of the Frog
Second Floor
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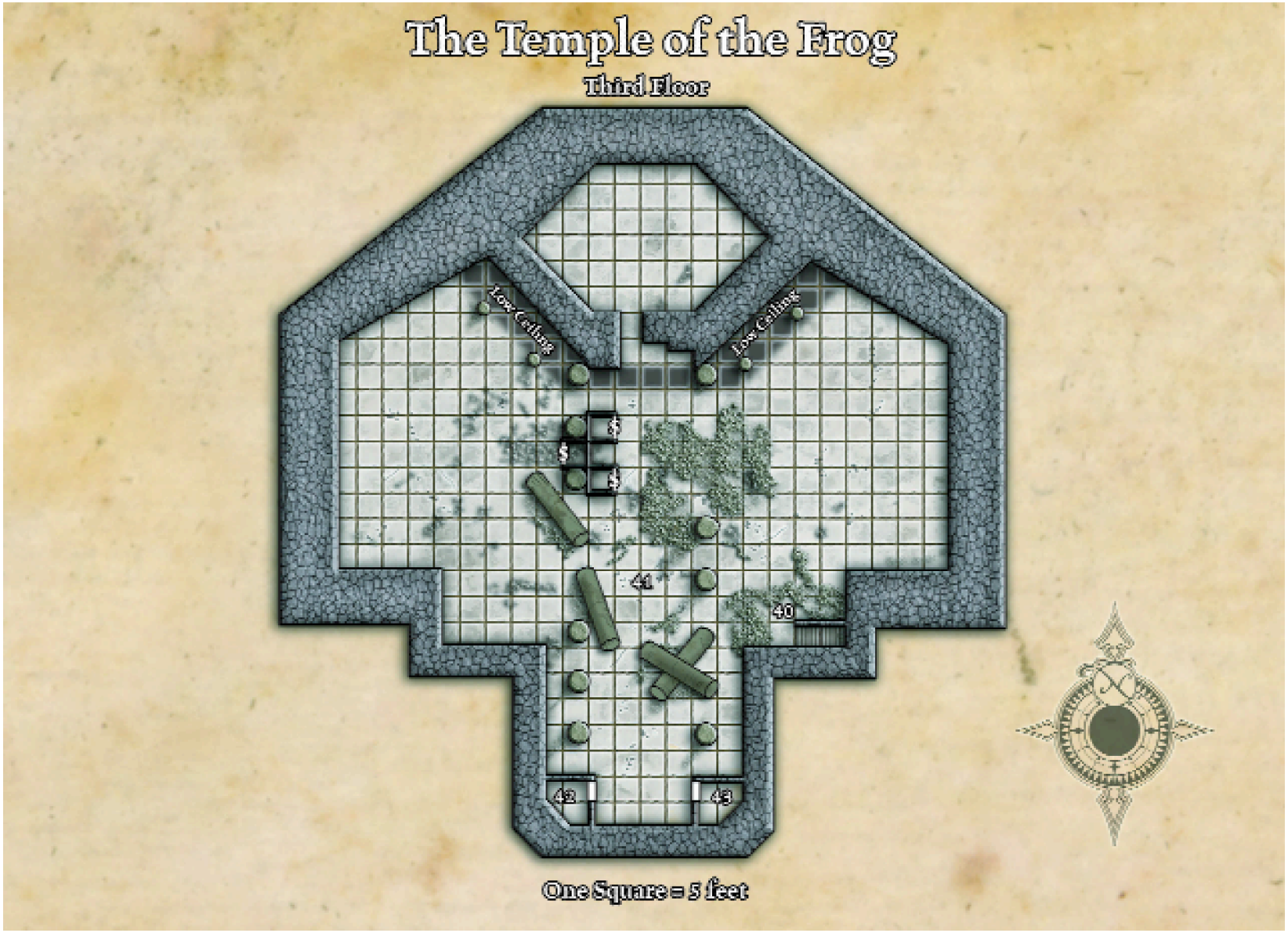
Explosive Charges
One Square = 5 feet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Third Floor
Low Ceiling
Low Ceiling
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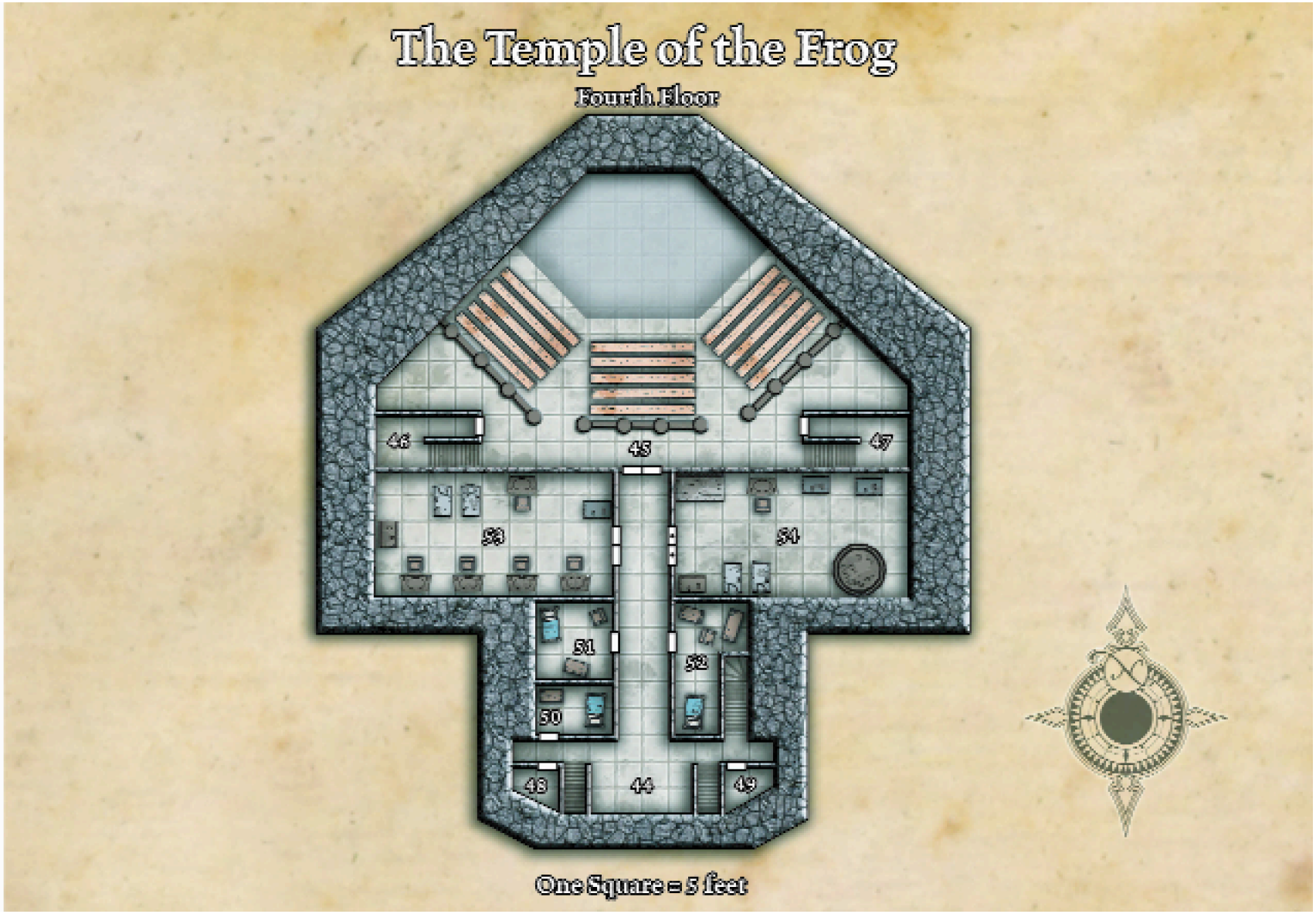
40
42
43
One Square = 5 feet


The Temple of the Frog
Fourth Floor
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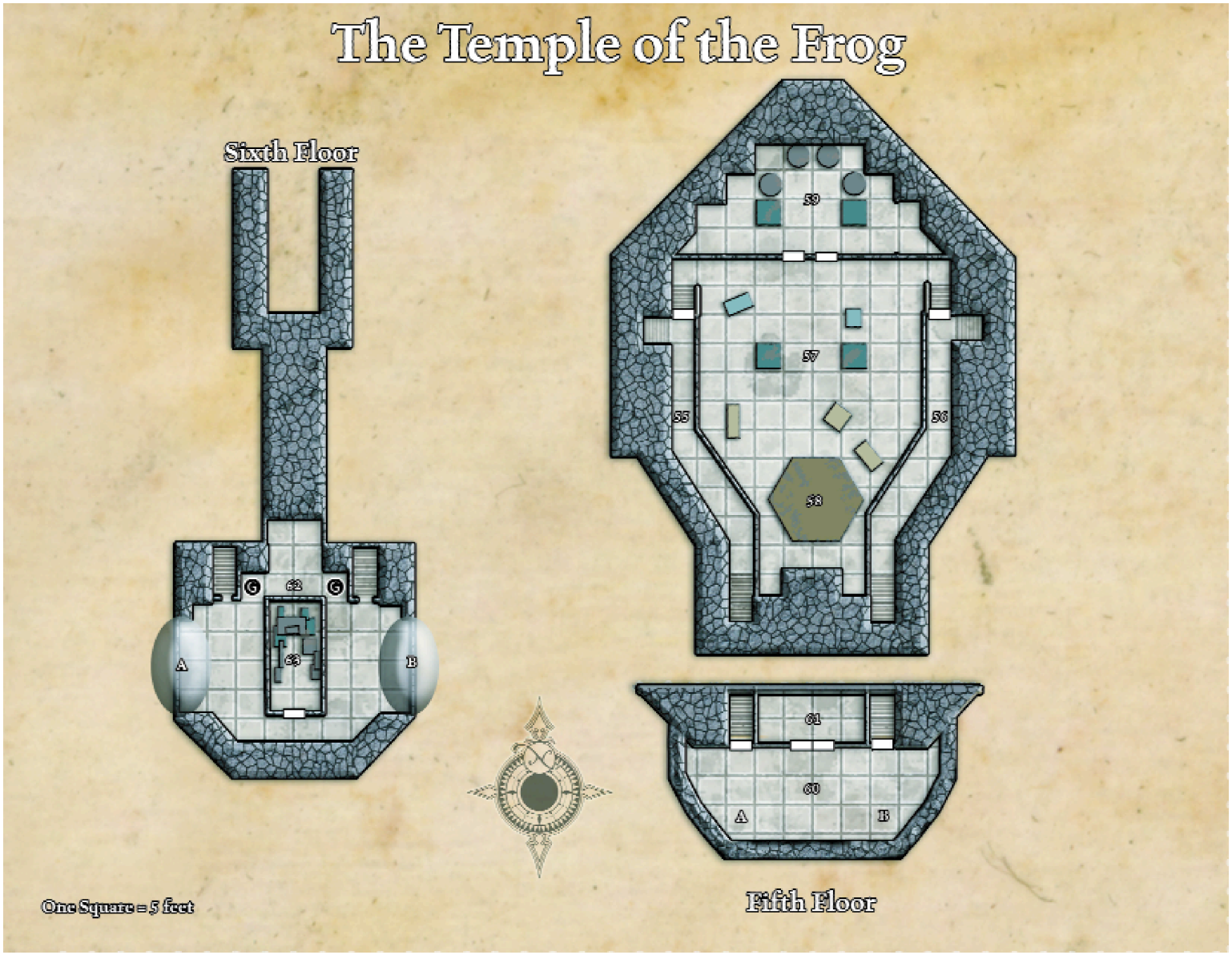
One Square = 5 feet


The Temple of the Frog
Sixth Floor
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B
One Square = 5 feet
Fifth Floor